



Instruction Manual

GETTING STARTED

Rugby League Live 4 consists of various game modes and options which can be selected from the main menu.

Casual - Free for all mode. Play with friends or against the AI. Choose an NRL or Super League match. Play the grand final, state of origin decider or auckland nines matches as well.

Online - Play competitively online to cement your standing on the global leaderboards via quick or custom match types.

Career - Take control of a star player and dominate the competition or choose to start off as a rookie and work your way through the youth leagues right to the top flight of competition.

Competition - Play a season of the major Rugby League Competitions or create your own Leagues or Tournaments.

Other menu options include..

The FanHub - The FanHub provides an unparalleled ability to create and share your favourite Rugby League Stars. Create teams, leagues and referee's as well.

Design Studio - Design, create and share logos and stadiums. Design and create new match types based on different variables.


Tutorials - Learn the new and updated mechanics in Rugby League Live 4. Includes controlled movement, drags, drives and contested collects.


Resume - Resume your last played game mode (Casual, Career or Competition modes).

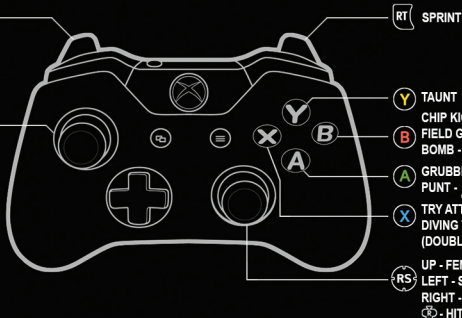
Settings - Adjust gameplay and audio settings, view controls and view credits. Change primary user and view user statistics.

CONTROLS

KICKS / EVADES

TARGETED KICK
(HOLD) 

MOVEMENT /
AIM KICK 



RT SPRINT

Y TAUNT

CHIP KICK (TAP)

B FIELD GOAL (HOLD)

BOMB -  + 

A GRUBBER KICK (TAP/HOLD)

PUNT -  + 

X TRY ATTEMPT (TAP)

DIVING TRY
(DOUBLE TAP)

UP - FEND



LEFT - SIDESTEP LEFT

RIGHT - SIDESTEP RIGHT


 - HIT UP

PASSING

 - INTERCHANGE

 +  - PASS TO PLAY MAKER

QUICK PASS LEFT (TAP)

HOLD +  or  or  or 

MOVEMENT 



RT SPRINT

RB QUICK PASS RIGHT (TAP)

HOLD +  or  or  or 

Y CUT OUT 2ND PLAYER

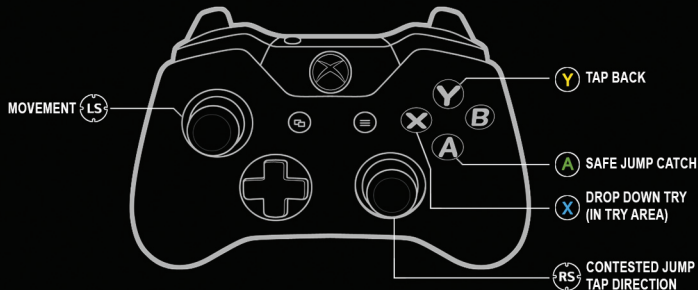
B CUT OUT 1ST PLAYER

A FIRST RECEIVER

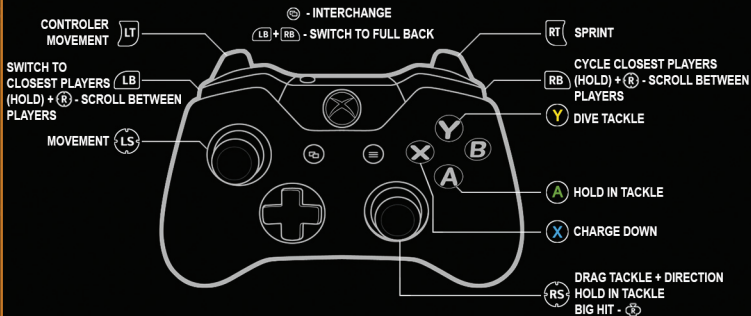
X CUT OUT 3RD PLAYER

CONTROLS

CONTESTED CATCHES

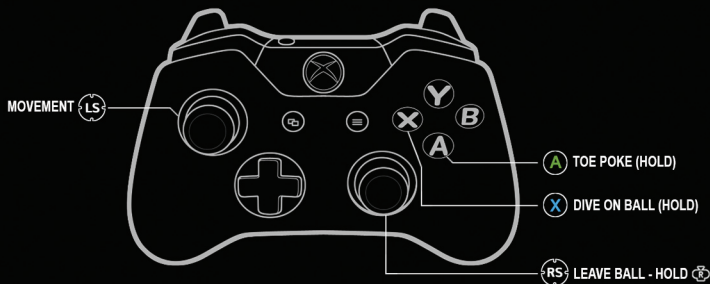


DEFENCE

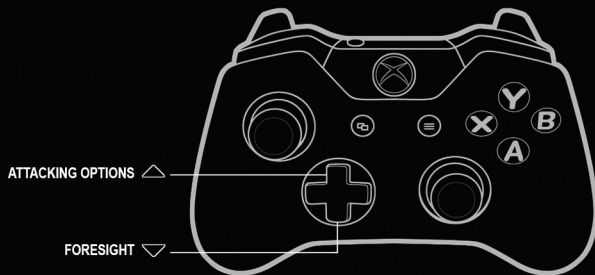


CONTROLS

LOOSE BALL

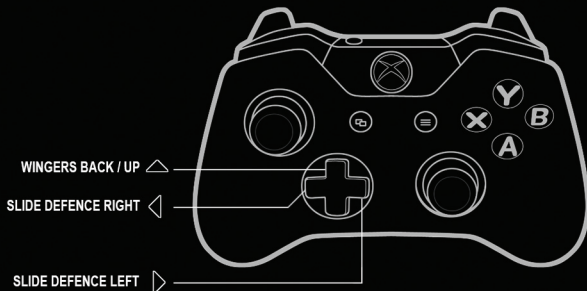


TACTICS - ATTACK



CONTROLS

TACTICS - DEFENCE



MATCH DISPLAY



The playing field consists of the following elements:-

- 1 - Teams
- 2 - Match Time
- 3 - Tackle Count
- 4 - Score
- 5 - Referee
- 6 - Attacking Run (Display)
- 7 - Injured Player Marker
- 8 - Tactics Display
- 9 - Ball Carrier
 - Colour indicates player in control
 - White bar indicates stamina level
- 10 - Play maker indicator
- 11 - Offside Marker
- 12 - Pass Receiver (1st)
- 13 - Pass Receiver (2nd)
- 14 - Pass Receiver (3rd)

GAMEPLAY CONTROLS

Passing

Rugby League Live 4 features Quick Passing, Deep Cut Out Passing and Flat Cut Out Passing systems.

Quick Passing

Tap Quick Pass to pass to the best option. **LB** attempts a quick pass to the left, **RB** attempts a quick pass to the right.

First Receiver Passing

New to Rugby League Live 4 is the first receiver pass option. Hold **LB** + **A** to pass to the first receiver on the left. Hold **RB** + **A** to pass to the first receiver on the right.

Deep Cut Out Passing

Deep Cut Out Passes are a safe pass to a receiver at the expense of the receivers forward velocity. Hold **LB** or **RB** and tap **B** **Y** or **X** for the 2nd, 3rd or 4th receiver on the left or right side.

Flat Cut Out Passing

Flat Cut Out Passes put the ball ahead of the intended receiver allowing them to run onto the ball with speed, but with the risk of interception. Hold **LB** or **RB** and double tap **B** **Y** or **X** for the 2nd, 3rd or 4th receiver on the left or right side.

Pass to Play Maker

On the last tackle, or perhaps before, you may wish to pass the ball to the play maker to take a kick. The play maker is indicated by a star icon under their feet. Pass to the play maker by pressing **LB** + **RB**.

Tackling

Tackling in Rugby League Live 4 introduces a new mechanic - Controlled Movement. Tackling also still encompasses Diving Tackles, Drag Tackles, Big Hit, Hit Ups and Fending/Break Tackles..

Controlled Movement

Use **LJ** to set yourself for a tackle and control your movement for the oncoming ball carrier. Using controlled movement will also compress the defensive line and run your player back onside after a tackle. Controlled movement will also lessen the chance of offloads.

GAMEPLAY CONTROLS

Diving Tackles

Tap **Y** to perform a Dive Tackle. Successful dive tackles can result in a completed tackle, an ankle tap that causes the ball carrier to stumble or trip completely. If you don't time your tackle well, the ball carrier will goose step the tackle.

Drag Tackles

Perform Drag Tackles by holding the right stick in the direction you wish to drag the ball carrier.

Driving Tackle

Perform a driving tackle as the ball carrier by holding the right stick in the direction you wish to drive a tackle in.

Big Hit

Click & Hold **R** to perform a Big Hit. A successful Big Hit will cause the recipient to lose a large amount of stamina. Big Hits also increase the likelihood of a ball spill.

Hit Ups

Click & Hold **R** as the ball carrier to perform a Hit Up. A successful Hit Up will cause the tackler to bounce off the ball carrier, potentially allowing free space to move into.

Stamina

Sprinting and being on the end of Hit Ups and Big Hits will have a large impact on Stamina. Low Stamina effects a player's ability to not only run, but tackle and be disciplined in formation. Low stamina will also increase the chance of injury.

Fending

Push up on the right stick to Fend. Fends target the defenders ahead and will be most successful when a tackler is attempting a tackle from front on to the ball carrier.

GAMEPLAY CONTROLS

Kicking

Rugby League Live 4 introduces completely new and improved kicking systems.

Kicking includes Kick Offs, Conversion Kicks, Kick to Touch/Line Drop Outs, Punt Kicks, Bomb Kicks, Grubber Kicks, Toe Kicks and Chip Kicks.

Kick Off / Kick to Touch / Line Drop Out

Kicking is a 2 step process. Firstly the kick needs to be lined up, the kick then needs to be executed. Kick trajectory lines will appear on the screen.

Use the left stick to aim the kick taking into account wind speed and direction as indicated by the arrows on the ground. Moving the left stick forward or back will lower or raise the trajectory of the kick. Moving the right stick will curve the trajectory (you cannot curve on drop kicks, kick to touch or line drop outs).

Power up the kick by moving the right stick back. The kick meter has a red, yellow and green zone. This indicates the power of the kick. Red is a weak kick, yellow is a medium power kick and green is the strongest power kick. Move the right stick forward when the kick meter reaches your desired power range.

The final angle of the right stick will determine the accuracy of the kick. The score HUD will display how many degrees off centre you were.

Conversion

Position the tee by using the left stick. Confirm the position by pressing **A**.

Use the left stick to aim the kick taking into account wind speed and direction as indicated by the arrows on the ground. Moving the left stick forward or back will lower or raise the trajectory of the kick. Moving the right stick will curve the trajectory.

Power up the kick by moving the right stick back. The kick meter has a red, yellow and green zone. This indicates the power of the kick. Red is a weak kick, yellow is a medium power kick and green is the strongest possible kick. Move the right stick forward when the kick meter reaches your desired power range.

GAMEPLAY CONTROLS



The final angle of the right stick will determine the accuracy of the kick. The score HUD will display how many degrees off centre you were.

Punt Kicks

Hold **L** to display the kick target. Aim the Punt with the left stick, push forward on the left stick to aim the kick further or pull back on the left stick for a shorter aimed kick. Holding **A** will increase the accuracy of your kick. The closer to green, the more accurate your kick will be. Release **A** to Punt the ball. To cancel the punt release **L**.

Bomb Kicks

Hold **L** to display the kick target. Aim the Bomb with the left stick, push forward on the left stick to aim the kick further or pull back on the left stick for a shorter aimed kick. Holding **A** will increase the accuracy of your kick. The closer to green, the more accurate your kick will be. Release **A** to Bomb the ball. To cancel the Bomb release **L**.

GAMEPLAY CONTROLS

Grubber Kicks

Tap **A** for a short Grubber. Hold and release **A** for a longer Grubber. Direct the Grubber Kick with the left stick. Grubbers are most useful when executed close to the try line. *Tip - Direct the ball through the defensive line so you or a team mate can dive onto the ball to score.*

Toe Kicks

Hold **A** to Toe Kick a loose ball. Toe Kicks are useful when you do not want to pick up the ball when under pressure. *Tip - Use Toe Kicks when you believe that you have a speed advantage over your opponents.*

Chip Kicks

Tap **B** to perform a Chip Kick. Chip over the defensive line if the opposition is moving quickly towards you. Direct the ball so you or a team mate can run onto it while the defenders check their runs and turn to pursue. *Tip - Chip kicks are a good offensive tool to catch the defence off guard.*

Field Goals

Hold **B** to power a Field Goal Kick. Aim the field goal with the left stick.

Tries

To perform a Try tap **X**. Double tapping **X** will result in a diving Try. Holding **X** will make the player dive onto a loose ball.

Taunt

If you're feeling particularly adventurous, when running with the ball you can taunt by using **Y**.

Sidesteps

Sidesteps are a great way to get a defender off balance. Push left or right on the right stick to perform a Sidestep in the desired direction. A Sidestep followed by another in the opposite direction will perform a Shimmy.





Tip - Try using Sidesteps and Shimmies in combination with Fends to improve your chances of evasion.

GAMEPLAY CONTROLS

Send Offs and Sin bin





Players can be sent off for continuous High Tackles. Players will receive warnings from the referee before being sent off. Players can be Sin Binned for continuous Held in Tackles. Players will receive warnings from the referee before being sent off.

On-The-Fly Interchange




A new addition to Rugby League Live 4 is the on-the-fly interchange system. Queue up and have interchanges occur while you're playing the game. Press the view button to bring up the interchange HUD. Use  /  to highlight the player you wish to substitute off the field. Press  to select the bench player you wish to substitute the highlighted player with. Press  again to confirm the interchange. An interchange will be made when on offence. If the maximum interchanges have been reached, the on-the-fly HUD will no longer be available.

Tactics




Offensive Tactics

When on offence, view and select your next play via the offensive tactics menu. Bring up the tactics menu when on attack with  and highlight an option with  / . If you wish to immediately select that play, press  on the play you wish to use. The options from left to right are Crossover, Hit Up, Out The Back, Inside Ball, Kicking play.

Defensive Tactics

When on defence, view and select your defensive options via the defensive tactics menu. Use  to get the wingers to drop back. Use  /  to slide the defence left or right.

Foresight

Foresight is a new feature to Rugby League Live 4. This allows you to view specific strengths and weaknesses for players on the field. Bring up the foresight menu with  and highlight an option with  / . The options from left to right are stamina, strength, fitness, agility and speed. Players will be highlighted in a gradient of colours from green (best) to red (worst) for the highlighted attribute.

PAUSE MENU

Pause Menu

Press START button during gameplay to display the in game 'Pause' menu. From the pause menu select either Resume, Match Progress, Replay, Team Management, Side Select, Settings, Exit or view Challenges/Objectives for the current match. The menu options will differ based on the mode you are playing.



Resume

Select to return to the match.

Match Progress

Select to view the current scores, in-depth match and player statistics as well as the player ratings for the current match.

Replay

Select to view an interactive replay of the past set of plays and moments.

PAUSE MENU

Team Management

Select to make changes to the team line-up or assign roles.

- **Team Line-up** - Highlight the player you wish to change and press **A**. Select a player currently on-field or on the interchange bench and press **A** to confirm the change. An interchange will be made when on offence. Repeat the process for further interchanges. Once the maximum allowable interchanges have been reached, the option to interchange will be greyed out and no longer available. Press **B** to return to the previous menu.
- **Assign Roles** - To set a captain press **X**. To set a goalkicker press **Y**. To set player maker 1 press **LB**, to set play maker 2 press **RB**. Press **B** to return to the previous menu.

Side Select

Select if another player wants to join one of the teams or if you wish to swap teams.

Settings

Select to change or adjust Gameplay Settings, Camera Settings, Audio Settings and Controller Settings.

Exit

Select to exit the match and return to the prematch menu.

Injuries

If one of your players is injured, an icon is displayed on screen under the player. To resolve the injury, you must pause the game and interchange the player via the Team Management option. Interchanging an injured player off the field will count towards the maximum number of interchanges allowed.

GAME MODES

Casual

Proceed to setting up your casual game. Select the tile of the match format you wish to play, you can choose from an NRL Match, Super League Match, Auckland Nines Match, State of Origin Decider, Grand Final match. Choose the match type you wish to play and press **A** to proceed.

Select either the home or away side by moving your controller icon to the relevant side of the lobby screen and press **A** to proceed. Leave your controller centred away from either team to spectate a match.

Select a competition and a team for both the home and away sides. Scroll left and right with the left stick.

Scroll to the jersey select and choose jerseys for the teams then press **A** to proceed to the Prematch configuration.



GAME MODES

Select from Play Match, Match Settings or Team Management.

- Play Match - Select to proceed to the match.
- Match Settings - Select to adjust settings for Stadium, Match Type, Difficulty, Manage Lineup, Half Length, Ball, Field Markings, Extra Time, Sin Bins, Weather, Time Of Day, Injuries, Referee A & B, Touch Judge 1 & 2.

Online

Quick Match

Play competitively with other players online. Skills are normalised for quick match mode. Match settings are pre-set for quick match to ensure a quick start into the match.

Custom Match

Customise your competitive experience with other players online. Adjust match settings for Half Length, Stadium, Weather, Time of Day, Injuries, Match Type, Ball, Field Markings, Extra Time. Extra match settings in custom match are to normalise skills, to have a private session and whether to allow use of official clubs or allow custom clubs.

Leaderboards

View your ranking compared to the rest of the world.

Career

Career mode in Rugby League Live 4 features options to play 3 different career types. Star Player and Rookie Player allows you to control a player throughout a full length career. You can also play through career mode as a coach if you wish.

Star Player has you take control of an existing player in any competition and attempt to continue their career and take the player to the ultimate heights of winning titles and MVP's.

GAME MODES

Rookie Player allows you to start a career as a fresh faced 18 year old and make your way through the lower leagues right up to the big leagues to take on the world.

Coach mode allows you to manage, recruit and train your club to the play style you prefer, over a number of years. You can choose to play the matches out or spectate matches. You can also coach representative sides in coach career.

Begin New Career

Select Begin New Career by pressing **A**. Adjust settings you wish to have for your career, adjust Half Length, Match Difficulty, Currency, Injuries and Recruiting Difficulty.

Select if you would like to swap out any Leagues for a FanHub created League (note that this option will only show up if you have a customised league before starting your career), then proceed by pressing accept.

Choose whether you want to start your career as a Star Player, Rookie Player or Coach.

Star Player

If choosing to be a Star Player, you will be able to select from any player in any league. Select the player you wish to play as and press **A** to proceed.

Rookie Player

For a Rookie Player, you will need to set up the identity of your player, the options here range from First and Last Name to Jersey Number, Country of Birth, Representative Country and various affiliations. Upon setting up your player's identity, highlight continue and press **A** to proceed. You will then need to set up your player's roles, perks, attributes and skill distribution. Press **A** to view and edit your player's skills and attributes. Once you have set up your player's roles, skills and attributes press **A** to continue.

GAME MODES

After setting up the identity and skills of your player you can then alter your player's visual. Choose whether to create your player's appearance from scratch or copy from the FanHub or another visual. Once you are happy with your player's appearance, highlight the Continue tile and press **A** to proceed.

After setting up your player's visual you will then be able to choose the League and Club in which you want to join, note that if you choose a stronger club it will be harder to get into the first grade side.

Once you have selected the team you wish to play for press **A** to proceed.

Coach

If choosing to be a Coach, you will be able to choose which League and Club you will be taking main control over. Once you have chosen the Club you wish to coach, proceed by pressing **A**.

After selecting your main Club that you will coach, you will then be given a selection of representative teams. You can choose to select no affiliation to coach. You can choose to coach International, State of Origin, City Vs Country or teams from the All Stars Match.

Once you have chosen your Clubs to coach you will be given several sponsorship options to choose from. Each sponsor will have a sign on fee and bonus if you complete the given objective, you can choose to risk losing a big bonus for a harder objective or go for an easier objective with a lower bonus. Press **A** when you have chosen your desired sponsor.

After setting up your sponsor, you will then be taken to the support team options. Here you will be able to select from several support team options all with their own benefits.

Each support team has 4 skills that they can offer, attracting players, retaining players, injury/fatigue recovery and form/confidence. You will be able to choose whether you wish to take a balanced support team in or whether you go for a

GAME MODES

support team that specialises in a specific skill but may lack in other areas. Press **A** to proceed to the Career Hub after selecting your desired support team.

The career hub consists of a number of areas which can be utilised to help manage and control your career.



Advance to Next Event

Advance to Next Event is the first tile upon entering Career mode. You can use this tile to quickly skip forward to your next event. On the Tuesday before a match you will be asked to pick your squad for the upcoming match, you will also be able to auto generate the squad if you wish.

After selecting or auto generating your squad, you will then move on to match day. From here you are able to choose whether to play or simulate the match, if choosing to play you will be able to select attribute boosts for that match, to purchase a boost highlight the boost you wish to purchase and press **A**. If you wish to get a refund on your boost, press **A** again on that boost to get a refund (note that lucky draw boosts don't allow refunds). When you're ready to play the match, select the Play Match tile and press **A** to proceed.

GAME MODES

Club Management

The Club Management screen allows you to view information about your playing roster. View a players overall rating, form, injury status and suspension status.



- Suspension
- Injured
- At Peak Form
- Improving
- No Change
- Minor Loss of Form
- Loss of Form

Headlines

Headlines will show you the most relevant news items as your career progresses. You will be able to see match and competition results as well as ladder positions for your team. Injuries, suspensions and retirement information will also be shown in headlines.

Objectives

Objectives are tasks that you will be able to aim to complete either for a single match or over several matches to earn extra career points to spend on boosts.

Statistics

View all competition season statistics.

Ladder

View all competition season ladders.

Fixture

View all competition season fixtures.

Calendar

View upcoming events and choose to simulate ahead to a specific date.

GAME MODES

Recruiting

Recruiting will unlock at a specified time each season, after this point you can recruit, release and re-sign players to your team.

- **Suggested Hire** - Upon entering recruiting you are offered the 3 best suggested hires in positions that will help your team the most, from here you can jump straight into negotiations offering a contract amount and contract length. To submit an offer to that player, select Submit Offer and press **A**.
- **Out Of Contract Players** - See players that are out of contract on your roster at the end of the season and offer you the opportunity to re-sign them immediately by offering a contract amount and contract length. To submit an offer to that player, select Submit Offer and press **A**.
- **Search For Players** - Search players that are coming out of contract from other teams. Press **Y** to filter through players via players surname, position, role, age, league and clubs. To confirm your filter options, press **B**.
- **My Players** - See players contract status and salary and attempt to re-sign them if they are coming out of contract that season.

Settings

Adjust the settings of your current career. Adjust Half Length, Match Difficulty, Currency, Injuries and Recruiting Difficulty.

Continue Career

Continue your most recently created career.

Load Career

Load any career you have started.

Delete Career

Delete careers you have finished or no longer want.

GAME MODES

Competition

Competition mode allows you to play the major Rugby League competitions or a custom edited competition.

New Competition

Selecting either Telstra Premiership or Betfred Super League will allow you to play a single season of one of those leagues. There are also options to play an Auckland Nines tournament or State of Origin series.

Upon starting a New Competition you will be presented with that Leagues fixture, ladder, stats and finals fixture.

Press **A** to play a match between the highlighted teams. Press **Y** to Simulate the match and press **X** to simulate the round.

Continue Competition

Upon starting a competition the continue competition tile will open up, allowing you quick access to your last played Competition.

Custom Competition

Choosing custom competition gives you options to choose your competition type, to play with up to 16 clubs, select the match type, how many times each team will play each other, the finals system and even the trophy that gets awarded at the end of the competition.

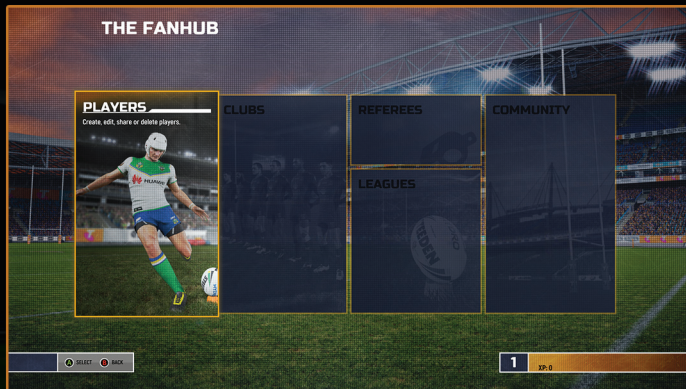
Load Competition

Select to load previously started competitions.

Delete Competition

Select a competition to delete.

THE FANHUB



The FanHub is a creation suite that allows you to create, share and download players and teams from the community. The FanHub also allows you to create Referee's and your very own custom League formats.

Players

All Players - View and edit on-disk, downloaded and custom players. This includes players downloaded from the online community.

My Players - View and edit all created and edited players

Create Player - The player editor allows you to edit appearance, identity and skills as well as customising headgear, strapping, tattoos and boots for your player. You can also add custom logos to a player.

Delete Player - Delete or revert a player back to default on-disk data.

THE FANHUB

Clubs

Edit Club - View and edit official or custom club information.

Create Club - The club editor allows you to create the identity, roster, home ground, lineups and jerseys of your custom club.

Delete Club - Delete or revert a club back to default on-disk data.

Referees

Edit Referee

View and edit referees.

Create Referee - The referee editor allows you to edit the appearance and identity of a match official. You can also add custom logos to a referee.

Delete Referee - Delete or revert a referee back to default on-disk data.

Leagues

Edit League

Edit a custom created league.

Create League - Choose a league you wish to base your custom league format from. This includes the amount of clubs and fixtures based on the selected league. Options are NRL, Holden Cup, QLD Cup, NSW Cup, Super League, Kingstone Championship and Kingstone League 1.

Delete League - Delete a custom created league.

Community

View from thousands of uploaded players, clubs, referees, stadiums and logos.

DESIGN STUDIO




Logo Creator

The Logo Creator is a powerful tool allowing you to create any logo you wish to make and apply them to players, jerseys and stadiums.

Use any one of the three drawing tools - Straight, Curve and Bezier - to help make your ultimate creation.

Choose from over 100 prefabricated shapes, letters, numbers and symbols to help round out your creations.

If you wish to edit a image on a layer you can use the “box select” function on the  button. Hold this button and drag the cursor over the nodes to bring up a toolbar of selections from flip, move, resize, straighten, as well as copy and paste.

Apply tags to your logo to help find it later on when filtering through your sets.

If you're having trouble getting used to any functions within the creator, use the “?” tab to find helpful information on every item within the creator.

DESIGN STUDIO

Stadium Creator

The Stadium Creator allows for the creation of stadiums via a large number of stand types and peripheral items. Create a huge coliseum or re-create a local ground to bring a new atmosphere to your matches.

Start off by setting the scenery in your stadium, whether it is mountainous or has hills on the horizon. Set two different scenes and where these scenes are positioned in your world.

Create your stadium environment by using stand pieces, environmental items like hills, ponds, car parks and more.

Fill out your stadium with lighting, fences, vegetation and periphery items to create a realistic environment to play in!

Set up customised field markings, adboard and post settings.

Match Type Creator

Create your very own match type within a number of various parameters. Set how many points you get for a try, field goal, conversion or bonus try. Set the maximum substitutions or players on the bench. Set whether or not to have scrums or 40/20's.

Choose a name for your match type and select this via the casual or competition menus.

Community

View from thousands of uploaded players, clubs, referees, stadiums and logos.

TUTORIALS

Tutorials

Select Tutorials from the main menu to learn the skills that will help you improve your technique in the game. Compare your scores with your friends and others from around the world with leaderboards for each drill.

Controlled Movement - Learn to defend using the new controlled movement mechanic. Tackle the ball carrier 3 times using controlled movement.

Drags - Learn how to perform a drag on the ball carrier when in defence. Drag the ball carrier 3 times.

Drives - Learn to drive the defender back in a tackle while in offence. Drive the defender 3 times.

Contested Collects - Learn how to perform a contested collect. Catch the ball 3 times from a bomb kick.

SETTINGS

Credits - Select to view game credits of the people who made this game.

General Settings - Adjust gamma, gameplay, camera and controller settings.

Audio Settings - Adjust audio settings and which tracks to enable or disable during menus.

Controls - Select to view Attack, Defence or Loose Ball controls.

Change Primary User - Change the primary user for the current session.

User Statistics - Select view earned statistics.

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