PRECAUTIONS

• Do not touch the surface of the disc when handling, hold it by the edge. • To keep the disc clean, wipe gently with a soft cloth. Keep the disc scratch free • Keep the disc away from extremes of temperature, direct sunlight or exposure to excessive moisture. • Never use a cracked or warped disc or one that has been repaired using adhesives. This could lead to operating problems.

EPILEPSY WARNING
WARNING READ BEFORE USING YOUR VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain patterns or flashing lights. Exposure to certain light patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no prior history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions, IMMEDIATELY discontinue use and consult your physician before resuming play.

PIRACY NOTICE

Copying commercial games, such as this, is copyright infringement and is a criminal offence. So is using copied games, so is possessing copied games. Copying and re-supplying games can lead to a term of imprisonment for up to 10 years.

THINK OF A COPIED GAME LIKE STOLEN PROPERTY.
If you are aware of someone who is involved in copied games please telephone ELSPA CRIME UNIT on 01386 833810, who will be pleased to hear from you.

Troubleshooting

If your game does not run properly after installation, the game contains help files which can be accessed as follows:

From WIN 95 select the SHUT DOWN option from the START menu and then select RESTART COMPUTER IN MS-DOS MODE to get to a DOS prompt.

From the DOS prompt, type
c:\codemast\rugby\readme.bat

IMPORTANT!

Please note this game utilises DOS drivers and therefore, ensure you have:

1) Installed the Real Mode DOS driver for your CD ROM drive
2) Installed the DOS driver for your Sound Card (if supported)
3) Checked that the joypads / joysticks are DOS compatible.

Before you call the Customer Support line, please check that you have read the **Readme.bat** for DOS, included on the disc. You may well find a very quick answer to the problem that you are facing as those files contain answers to most of the common problems. If the answer is not here, please make sure you have the following details before you call the Technical support line.

- A detailed description of the problem. If it is repeatable, under what conditions?
- Your brand of PC (Dell, Gateway, Compaq, IBM, etc.).
- Your processor type (486, Pentium, etc.).
- Your DOS and Windows version numbers. Type **VER** (ENTER) at a DOS prompt to find this (5.1, 6.2, etc.).
- The contents of your CONFIG.SYS file. Type **TYPE C:\CONFIG.SYS** (ENTER) at a DOS prompt to see this

- The contents of your AUTOEXEC.BAT file. Type **TYPE C:\AUTOEXEC.BAT** (ENTER) at a DOS prompt to see this
- The make and model of your CD-ROM Drive (Panasonic 562, etc.).
- Your memory usage just before trying to run the game. Type **MEM /C /P** at a DOS prompt to see this.
- BIOS version and the date. This is displayed soon after the power-on (AMBIOS, 1992, etc.).

Jonah Lomu Rugby

Codemasters CLASSICS

Contents:

1

Introduction to Rugby Union

Rugby Union is played by two teams of 15. The object of the game is to score more points than the opposition. Points are scored as follows:

1. A try is worth 5 points (this is when the ball is grounded in the opponent's goal area),
2. A goal (when the ball is kicked through the posts and over the crossbar) of which there are two types:
· A converted goal from a try worth 2 points.
· A goal from drop kick or penalty scores 3 points.

The offside rule is important in rugby. In open play team members must be behind the ball carrier and in rucks and mauls a player must remain on his side of play. If this is violated, a penalty is awarded to the opposition.

The Artificial Intelligence of your team-mates does most of the work at keeping your players onside but be careful when driving your players into rucks and mauls.

The Pitch

The following diagram shows the playing area and dimensions of the pitch.

For further information, refer to the Rugby Rules section at the end of this manual.
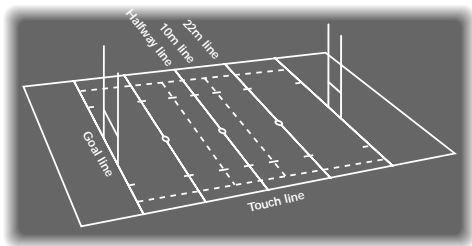
Getting Started

Place the disc in you CD drive and close the drive door.

This game is a native MSDOS application. It can be installed and run when launched from Win95 but may not be working at its optimal performance level. For this reason we recommend WIN 95 users select the SHUT DOWN option from the START menu and then select RESTART COMPUTER IN MS-DOS MODE to get to a DOS prompt.

Installing the Game

From a DOS prompt

Type **D:** and press ENTER
(where D is your CDROM drive letter)
Type **SETUP** and press ENTER.

From a WIN 95 DOS prompt

Select RUN from the START menu.
Type **D:\setup** and click on OK.
(Where D is your CDROM drive letter.)

The installation process is self-explanatory using the on screen prompts.

Running Jonah Lomu Rugby

From a DOS prompt

Type CD **c:\codemast\rugby** and press
ENTER (where c:\codemast is the directory you
installed the game into).
Type **RUGBY** and press ENTER.

From a WIN 95 DOS prompt

Select RUN from the START menu.
Type **c:\codemast\rugby\rugby** and click
on OK (where c:\codemast is the directory you
installed the game into).

After the introduction sequence, the computer
will display six options.

Start Game

Resume Saved Game
Options
Player Setup
Network Setup
Exit to DOS.

↑
↓

NB: The Network Setup option will only
appear if a network can be detected by the com-
puter.

Press the UP or DOWN Cursor keys to highlight
your choice and press the Enter key to confirm
this. During the set up procedure you can press
the Escape key to step back to the previous
menu. Please note that in some menus with
EXIT or QUIT options, it is necessary to use
these options to return to the previous menu.

For now, select Start Game. For instructions about
resuming a previously saved game refer to the Saving
section. The Options Menu is self-explanatory.

The Player Setup option allows you to select how
you wish to control your team.
Once the control you wish to use is highlighted,

press Enter to confirm your choice.

Network Setup

Jonah Lomu Rugby allows a maximum of four players for network play, and the game must be installed on all PC's using this option. Once you have chosen the network install, you do not require the CD to be present in the drive, as all the files are on the harddrive. 90Mb of free hard disk space is required by each PC to run the installed game without the CD present.

The network install only allows you to play a network game which is classed as a Friendly. You will not be able to play World Cup, Territories Cup, Tournament or Classic Matches, either on one PC or over the network.

One player will have control over choosing the Stadium and Game Options, although this will not always be the Player who is Node 1. All players wishing to play must select the Network Game option. When the required number

of machines (nodes) have been found, press the Enter key or wait for a timeout. Each player should now select the team they wish to be, there being a maximum of two teams, e.g.: should there be four players, two will play on the same team. All machines will wait whilst the master node selects the stadium and game options. At any time, press Escape to abort the game and to return to the main menu.

To exit the game, select Exit to DOS.

Game Options

Press the UP or DOWN Cursor keys to highlight your choice of game and press the Enter key to confirm this. At any time during the set-up procedure you can press the Escape key to step back to the previous menu.

Types of Game

There are five types of game to choose from. All of these can be played with up to two players per team. If there are more than 2 players, then you will need a Gravis GrIP Games System. If a Gravis GrIP is connected the players can play 2-on-2. When using a Gravis GrIP make sure that there is always a Controller inserted into Controller port 1. It is recommended that any additional Controllers are inserted sequentially (1, 2, 3, etc.). Without a Gravis GrIP, players can play 1-on-1, or 2 against the computer. The number of players in a game is selected when the teams are selected.

A Friendly Match

If you are unfamiliar with the game you might want to first choose a friendly game. This allows you to play any one of the 30 teams against any of the others for a single match on one of 4 stadiums. It can be played against a computer controlled team or against another player. There will also be a choice of weather conditions and the length of the match.

Tournament

Once you've played for a while you might like to enter a tournament with your friends. You can put together a quick tournament between you and up to three other players, playing against each other in a 'best of' competition. Either 4, 8 or 16 teams can be entered into this tournament and the teams not selected will be chosen at random by the computer.

World Cup

When you feel ready to take on the whole world, you can play a tournament with all the best teams in the world. If you attain 1st or 2nd Position in the preliminary pool matches, you will go through several knockout rounds, where you will be pitted against many teams until you meet the ultimate challenge at the World Cup Final.

Territories Cup

Now that you've had some fun, lets get down to business. Rather than enter a World Cup straight away, you can enter one of 5 territories cups. These allow you to simply play with the teams in various territories.

A Classic Match

Once you've experienced today's rugby, why not try some of the most famous rugby showdowns of all time. Simply select the match you want to try and you will be

placed in a position to better the course of history.

Team Selection

Once you have chosen the type of game you wish to play you will have to choose the teams. Each player must select their team from those that are available. The various teams have their own attributes, so it is important to make sure that you choose your team wisely. Some teams are obviously better than others but tactical differences have very subtle effects.

Up to four players choose their teams from the team selection screen. Each player who wants to play presses the X or equivalent key (See Game Controls) for the team flags to scroll on-screen. Once the team you wish to be is highlighted, press this key again. Press this key a third time to confirm your selection. To cancel your selection, press the C or equivalent key.

When all players are ready, the game will start. If you want a multi-player game, all players must have begun selecting a team before the others have finished choosing their teams. Should you be playing against a CPU

team, after you have selected the team you wish to be, you must select the team you wish to play against.

Cups and Classic Matches

When in the middle of a cup or series of classic matches, you will be given the option to PLAY, QUIT or SAVE. PLAY will begin the match shown, QUIT will end the entire cup or classic match, losing your progress, and lastly, SAVE will allow you to record your progress. You will only be able to save at the end of a Territories Cup, rather than in the middle.

Stadiums

There are four stadiums where you will play your matches. In a friendly game you can use the Cursor keys and the Enter key to choose any one of the four stadiums in which to play. However, in Tournaments, Cups and Classic Matches the venue is chosen automatically.

Environment

Before you begin to play a Friendly or Tournament game you will be given the option to select the time of each match that you want to play, the severity of the rules for penalties and offsides by using the Cursor keys followed by Enter. In a Friendly game you are able to select the weather and wind.

In a Tournament the difficulty and number of other teams can be selected.

In-Game Instructions

Audio/Visual Aids

Throughout the game listen for the referee's whistle and commentators' suggestions. During the game you will notice that some players have rotating indicators below them. This indicator marks the character being controlled by the human player. Each human player has a different coloured indicator (Player 1 - Yellow, Player 2 - Blue, Player 3 - Red, Player 4 - Green). A paler indicator (a lighter version of one of the four main colours) is used to show the second player in a set piece for that team. The computer controlled opponent has a white indicator. If the indicator has a red cross through the middle of it, then that player has the ball.
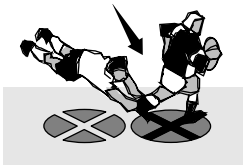

At various points throughout the game, you will be given some on-screen instructions about what can be done next, for example, when taking a penalty kick, a line-out or when in a scrum. These act as reminders when the game expects a player to take some action.

Since the first action is a kick-off, the help will indicate that C key must be pressed.
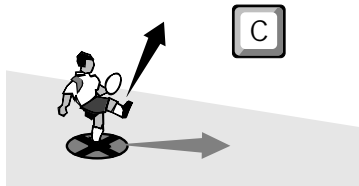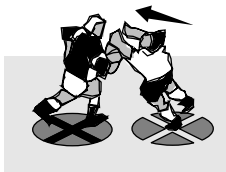
joypads. If you have a Gravis GrIP system attached to your PC, up to four players can play. Selection of the each player's controls should have been made from the Main Menu.
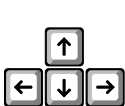
PC Controls for Jonah Lomu Rugby

Keyboard

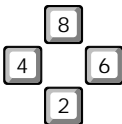There are two keyboard configurations, one for each player.

The keys have several meanings throughout the game and these are described in the instructions that follow later in this manual. Please also see the quick-reference Gamecard herein to learn the controls.

Two players can play Jonah Lomu Rugby on your PC using either the keyboard or digital

Generally speaking, there are 3 sets of keys for each player on the keyboard:
i) passing keys, ii) action keys and iii) movement keys.

↑		**8**		
← ↓ →	and	**4**	**6**	Passing keys.
		2		

Action keys.

A **S**	**Y** **H**		**F** **G**	**I** **K**
Keyboard 1	Keyboard 2		Keyboard 1	Keyboard 2

| **X** **D** **C** **V**	**N** **J** **M** **,**	Movement keys.
Keyboard 1	Keyboard 2	

There are 3 types of joypad which are compatible with Jonah Lomu Rugby. These are: 4 button pads, 6 buttons pads, and the Gravis GrIP pad. All the pads use the directional buttons for move-

Keyboard 1	Keyboard 2

ment. The actions and passing are generated via button combinations. The equivalent keyboard 1 keys are shown in brackets.

To pass a long ball (A, G): double tap the short pass button.

4 button pad
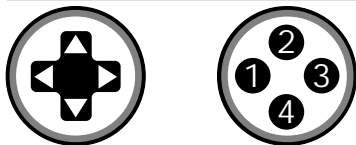
Actions:

To change players (X): press buttons 1 and 3 together.

To sprint (D): double tap the direction in which you want to sprint.

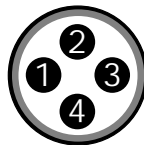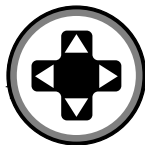To drop kick (V): press button 2.

To punt kick (C): press button 4.

Passing:

To pass a short ball (S, F): press the 1 or 3 button respectively.

6 button pad

Actions:

To change players (X): press button 1.

To sprint (D): press button 2.

To drop kick (V): press button 3.

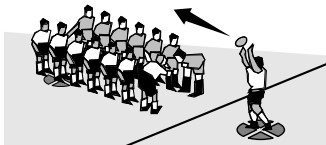To punt kick (C): press button 4.

Passing:

To pass a short ball (S, F): press the left or right shoulder button respectively.

To pass a long ball (A, G): double tap the short pass button.

the pitch. If this happens you will have to take a lineout.

When the lineout has formed indicators will begin to move up and down the line of players. This shows the distance which the ball will be thrown. Pressing the X key will select a player to be lifted. When the ball is thrown to that player, he will be lifted and gain advantage in catching the ball. Simply press the C key when you want to throw the ball. The members of the lineout can either catch the ball using the V key or tap the ball to a nearby player using the C key.

When you've been playing a while…

Sprint

By holding down the D key whilst moving in any direction. Continually sprinting will exhaust your player and he will run slower so use this sparingly.

Selecting players

If you don't have the ball then pressing the S/A key or F/G key will move the indicator to another player, either to the left or to the right of the current player.

Tackling

Tackling is more than throwing yourself at a player. The aim of a tackle is to ground the player so that he must release the ball. To do this you can attempt to dive for the player's feet by holding down the C key. This is useful if they are running fast and are at a distance from you. Alternatively, you can attempt to grab and smother the opponent and pull them to the ground using the V key. The advantage of this is that should you miss you can continue to run after them. The problem is that if they have built up some momentum, grabbing them isn't going to stop them.
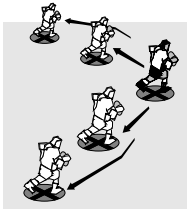
are pressing.

Passing the ball

Once you've begun playing you should use the S/A key or F/G key to pass the ball either to the left or to the right. Pressing S throws to the nearest player to the left. A throws to the next nearest player to the left. To pass to the right, use
F and G keys in the same way.

Tackling

To tackle an opponent and make them release the ball,
direct one of your players to the ball carrier and press a tackle key (C key or V key)
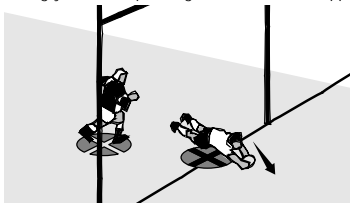
Scoring a Try

If you manage to get the ball and get beyond the goal line of your opponent, you can score a "try" by pressing the C key. If you are very near the goal line, pressing the C key will dive for the goal line (rather than kick the ball). After a try is scored, the scoring team can go for a conversion.

Taking a conversion

This is the same as a kick off except first, the ball must be placed anywhere in line with where the ball was grounded for the try.
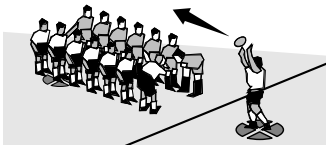
Taking a lineout

during your attempts to get the ball to the opponents goal line the ball may go over the side of

the pitch. If this happens you will have to take a lineout.

When the lineout has formed indicators will begin to move up and down the line of players. This shows the distance which the ball will be thrown. Pressing the X key will select a player to be lifted. When the ball is thrown to that player, he will be lifted and gain advantage in catching the ball. Simply press the C key when you want to throw the ball. The members of the lineout can either catch the ball using the V key or tap the ball to a nearby player using the C key.

When you've been playing a while…

Sprint

By holding down the D key whilst moving in any direction. Continually sprinting will exhaust your player and he will run slower so use this sparingly.

Selecting players

If you don't have the ball then pressing the S/A key or F/G key will move the indicator to another player, either to the left or to the right of the current player.

Tackling

Tackling is more than throwing yourself at a player. The aim of a tackle is to ground the player so that he must release the ball. To do this you can attempt to dive for the player's feet by holding down the C key. This is useful if they are running fast and are at a distance from you. Alternatively, you can attempt to grab and smother the opponent and pull them to the ground using the V key. The advantage of this is that should you miss you can continue to run after them. The problem is that if they have built up some momentum, grabbing them isn't going to stop them.

Kicking

Kicking the ball whilst running is slightly different from kicking off. When a kick key (either the V key or C key) is held down the player will stop running. An arrow will extend from his position and this can be aimed using the directional controllers. The length of this arrow will indicate the power of the kick so accurate timing is necessary for quick, long kicks. Whilst the player is standing still, he is vulnerable to tackling from his opponents, so be quick.

Catching a MARK

If the ball is in the air (from a kick) it is possible to jump and catch the ball for a MARK within your own 22m area. Press the V key to jump for a ball that is in the air.

Quick Lineout

Before a lineout is officially formed, if the player in possession gets to the ball quickly then they are allowed to take a quick lineout. Simply press the C key to throw the ball to the nearest player. Whilst a lineout is forming, you can alter the number of players to take the lineout. This can be

useful for leaving more people on the field to receive the ball after the lineout. Simply press the X key as the lineout is forming for a short lineout (consisting of 3 rather than 7 people per team).

Mauls

Whilst running around with the ball the opposition might try to ground the ball by dragging one of your players to the ground. If your team can get other players to that player they can stop the player grounding by holding him up. Once a crush of standing players forms, this is a maul. From this point you can push the maul to the left and to the right using the Cursor keys. The aim is for the original ball carrier to move the ball out of the maul by passing it between players who have formed the maul with the C, S or F keys. At any time a player can pass the ball out of the maul using the normal pass keys (A or G keys).

Rucks

If a player is grounded from a tackle they should let go of the ball. However, if a number of players get to the ball at the same time they can form a ruck to stop each other picking up

the ball. Once a ruck is formed they must push each other over the ball until a player who is onside can successfully get to the ball (use the C key to pick the ball up but be careful not to kick it) or pass it out immediately (use the S and F keys to throw it out). If the ruck is not succeeding then hold down the V key to cause more players to join the ruck and thus increase the push - but don't waste all your players in the ruck.

Now you're getting really good…

Ball release

If you are about to be tackled, you can press pass (S/A keys or F/G keys) but the ball won't be released until the key is released. Thus you can throw the ball after you've been tackled.

Lineouts

During a lineout, pressing the C key will mark the distance of the throw, but the ball is only released once the C key is released. During the time it is held, the marker will continue to move so you can throw a different distance to the one currently highlighted when the ball is released. Once the ball is thrown, the closest player to the distance of the throw will be highlighted and can be used to catch or tap the ball. This tactic can be used to confuse your opponent into thinking a long throw is actually a short throw and vice-versa.

Kicking

Kicking the ball to score a goal requires a drop kick. A drop kick is performed by using the V key. However, this kick is less powerful and less accurate than a punt. A punt is performed by using the C key. Should the kick power be very low (by pressing either kick key quickly), then a grubber kick will be performed. If the arrow is turned in the opposite direction of the kicker then the kicker will do a back kick.
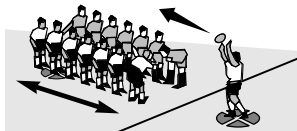
Scrums

Scrums are used to satisfy any infringements which are not solved during normal play. The two sides form a scrum by interlocking a number of men against each other with the ball between them! The start of the scrum begins when the awarded team (that didn't cause the infringement), puts the ball in using the C key. Once the ball is in the scrum, the two teams push to gain control of the ball. A push is made by pressing the V key.

If you are losing against a push you can attempt to dig your heels in with the X key. This will stop the pushes but it will use up energy. Once you have control of the ball and look as though you can get the ball from the scrum press the Z key to grab the ball or the S and F keys to throw the ball out to a nearby player. The scrum half will be standing in position to receive the ball if he is able to. If your scrum half is standing to the side of the scrum rather than behind the scrum then your team is not able to grab the ball.

Rucks

Use the X key to make players disengage themselves from the ruck. Use sprint (D key) and the Cursor keys to get a more powerful push in the ruck as you run

players into it. But beware of running players offside.

Professional standard players…

Handing-off

A	S
F	G

If you're about to be tackled from any direction you can avoid this by handing-off. This means that your player will put his hand out and stop the player getting to your legs, like Jonah Lomu himself. You can do this to the left and to the right. Simply press both the S & A keys or F & G keys at the same time to hand off in that direction.

Scrum tactics

In a scrum the team putting in the ball invariably gains possession of the ball. To avoid this, you must start pushing just as the ball is put in. Once you have the ball on your side, pushing is only useful for rolling the ball across the goal

line. You should get it out as soon as possible or risk losing it to the opposition or collapsing the scrum altogether.

Side Stepping

try this to dart around the opposition. Just press the S key and F key simultaneously.
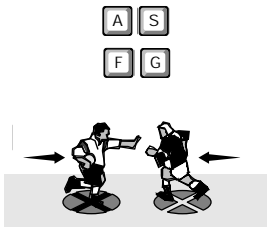
Pausing the game is not usually a good idea when your friend is about to win! But if you need to pause, simply press the F10 key. To release pause use the Cursor keys to select "continue" and press any of the action or passing keys.

Once you have paused you are able to select a number of in-game options to tailor the game

to your taste - for example: camera views, game statistics and the action replay.

Saving

Select the Save option when it appears on-screen. This option will take you to the Save screen. Use the Cursor keys to highlight the slot to which you which to save and press the Enter key.
To load a saved game, select the Resume Game screen within the Main Menu. Use the Cursor keys to highlight the slot you wish to load, and press the Enter key to select.

For the World Cup, Territories Cup and Tournament controller numbers of the players who were in the saved game are displayed in brackets.

e.g.: **World Cup** (P 2, 4). You will not be
(P 1, 3, 4). You will not be
allowed to load the saved game unless you have three controllers set up in the Player Setup.

e.g.: **Territories Cup**

18

Rugby Rules

The following information and rules of rugby are tailored to enhance your enjoyment of Jonah Lomu Rugby.

Kick Off

The kick off is by way of a place kick from the halfway line, the team kicking off must stay behind the halfway line until the ball is actually kicked. The opposing team cannot advance past their 10 metre line until the ball is kicked. The ball must reach the opponents 10 metre line from kick-off. If it does not and the opponents have not played it, it is either kicked off again or a scrum is formed at the centre spot.

Passing

The ball can be thrown or knocked in any direction except forward. If the ball is 'passed' forward this is a knock on. If the knock-on wasn't on purpose, the non offending team takes a scrum where the offence happened, however if it was intentional a free kick is awarded.

Tackling

If a player is tackled and is brought to the ground then he must release the ball; if, however, he is knocked to the ground he may continue with the ball. A tackled player cannot re-enter play until he is on his feet.

Handing-off

A player may 'hand-off' an opponent to avoid or thwart a tackle by pushing with an open palm only.

Drop Kick

This is when the player drops the ball and then kicks it on the rebound from the ground. It can be used for a shot at goal during play,

centre restart, 22m restart and also when the ball has gone into touch in goal.

Punt

The player kicks the ball before it reaches the ground and it is used for gaining ground or kicking to touch.

Grubber Kick

This kick drives the ball along the ground and is used for finding touch if outside the 22m line, it can also be used to propel the ball between opposition players.

Place Kick

The ball is placed on the ground and kicked; it is used for a conversion after a try has been scored, to start the game or to restart from half-time.

Free Kick

This is awarded when the ball is caught in a player's 22m area from a kick made by the opposition. This is called a 'Mark'. The kick must either be a drop or punt kick taken from the place of the catch.

Penalties

In the game a penalty kick (either a place kick or drop kick at the place of infringement) is given for the following fouls:

· An early tackle before the player is in possession of the ball.

· A late tackle after the player has released the ball.

· A player is tackled who has not got the ball.

· When a player, who is being controlled, and is offside following a ruck, advances towards the opposition.

· Any player who catches the ball in an offside position.

The kicker's players must be behind him when the kick is taken and the opposition must be 10m back unless the infringement was less than 10m from the goal line, in which case

they may be closer. A penalty cannot be taken less than 5m from the goal line.

Dead Ball

When the ball has gone out of play it is termed dead ball.

The referee can only call half and full time when the ball is dead.

The ball can go out of play if:

· It goes over the touchline. Play is then restarted by way of a lineout.

· It is grounded by a defender in the goal area. Play is then restarted with a drop kick at the 22m line.

· When a conversion has been taken.

· After the referee has blown his whistle for an infringement.

Lineout

When the ball crosses the touchline, the game is restarted by a lineout.

The ball is thrown in from the touchline at the spot where the ball went into touch. The lineout can either be a full lineout (7 players from
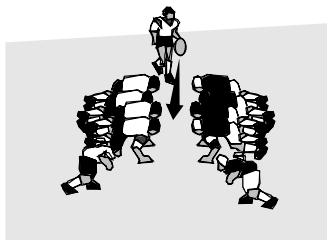
each team) or short lineout (3 players from each team). The teams stand parallel to each other at least 1m apart and perpendicular to the touchline, the ball is thrown straight down the middle and the players then jump to gain possession of the ball. A player may be lifted by his team mates to gain a height advantage.

Scrum

For certain infringements the game is restarted by way of a scrum at the position where the violation took place unless it is within 5m of the goal line in which case it is moved to that point.

The players face each other as below and the

ball is put into the scrum by the scrum half, the players then push in order to gain possession.

Rucks and Mauls

A maul is formed when players from the team in possession of the ball close around the ball carrier. It ends when the ball carrier exits from the maul or the ball is on the ground. If the maul becomes unplayable then a scrum will be ordered.

A ruck is basically the same but the ball is on the ground and the players try to push the opposing team back to gain possession.

Advantage

The referee will let play continue after a violation if the non - offending team has an advantage and stopping play would deprive them of the possibility of scoring points.