



HELP & SUPPORT

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GETTING STARTED

Rugby League Live 3 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.

Online

Play competitively online to cement your standing on the global leaderboards via quick or custom match types. Play tournaments over multiple rounds.

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. You can also choose to play career mode as a coach if you wish.

Competition

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

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.

Drills

Hone your skills by practicing conversion kicking, passing, tackling and play maker drills.

Settings

Adjust gameplay and audio settings, view controls and view credits. Choose a favourite club and view user statistics.

CONTROLS




KICKS / EVADES

TARGETED KICK (HOLD)  SPRINTMOVEMENT / AIM KICK 

-  CHIP KICK (TAP)
-  FIELD GOAL (HOLD)
-  GRUBBER KICK (TAP / HOLD)
-  TRY ATTEMPT (TAP)
-  DIVING TRY (DOUBLE TAP)
-  EVASION
 - UP - FEND
 - DOWN - GOOSE STEP
 - LEFT - SIDESTEP LEFT
 - RIGHT - SIDESTEP RIGHT
 - HIT UP (CLICK)

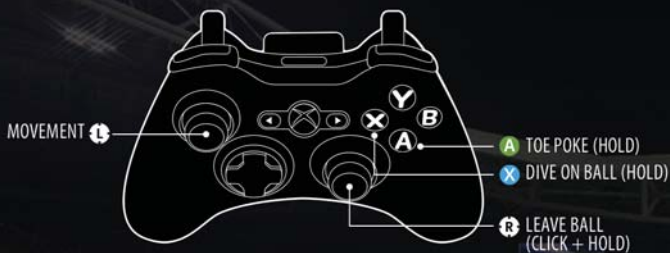
PASSING

QUICK PASS LEFT (TAB)
HOLD + BUTTON FOR
CUTOUT QUICK PASS RIGHT (TAP)
HOLD + BUTTON FOR
CUTOUT 

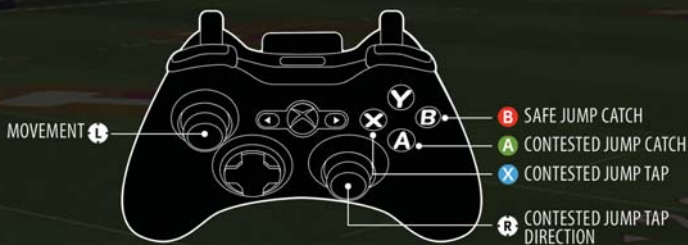
-  CUT OUT 2nd PLAYER
-  CUT OUT 1st PLAYER
-  CUT OUT 3rd PLAYER

CONTROLS

LOOSE BALL



CONTESTED CATCHES



CONTROLS

DEFENCE



IN TACKLE

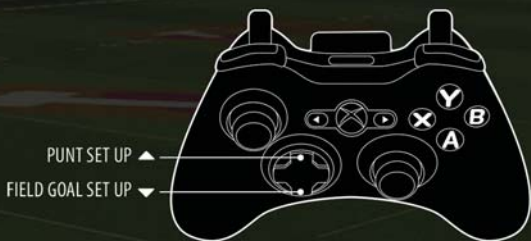


CONTROLS

TACTICS - DEFENCE



TACTICS - ATTACK



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
 - Blue bar indicates charge level
 - White bar indicates stamina level
- 10 - Offside Marker
- 11 - Pass Receiver (1st)
- 12 - Pass Receiver (2nd)
- 13 - Pass Receiver (3rd)

GENERAL GAME CONTROLS

Passing

Rugby League Live 3 features Quick Passing, Deep Cut Out Passing and Flat Cut Out Passing systems.

Quick Passing

Tap Quick Pass to pass to the first receiver. **LB** passes to the first receiver on the left, **RB** passes 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.

Tackle

Tackling encompasses Arm Pin Tackles, Low/Diving Tackles, Drag Tackles, Big Hit, Hit ups, Fending/Break Tackles and Ball Stripping.

Holding down a tackle button after the tackle is complete will hold the opponent down, but holding the opponent down too long will result in a penalty.

Arm Pin Tackles

Perform an Arm Pin Tackle by holding **B**. Arm Pin Tackles prevent the ball carrier from Offloading the ball but are easier to fend than low tackles.

Sprinting while performing the Arm Pin Tackle may result in a head high tackle. To reduce the chances of this occurring, release **RT** (sprint) before performing the Arm Pin Tackle.

Low Tackles

Perform a Low Tackle by holding **A**. Low Tackles are harder to Fend or Evade than Arm Pin Tackles but leave the ball carrier's arms free for Offloads.

Diving Tackles

Double tap **Y** to perform a last ditch Dive Tackle.

Drag Tackles

Perform Drag Tackles by holding the **R** in the direction you wish to drag the ball carrier.

Drag Tackles take into account both the tackler and ball carrier's weight, meaning a thinner tackler won't be able to drag a bigger ball carrier, but a bigger tackler will be able to drag a smaller ball carrier a lot easier. The difference in weight will dictate how far a drag tackle can be moved.

Driving Tackle

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

As with Drag Tackles both the tackler and ball carrier's weight and height are taken into account as to how far a tackle can be driven.

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.

Fending / Break Tackles

Push up on the **R** to Fend and down on the **R** to Goose Step. Fends target the defenders ahead and will be most successful when a tackler is attempting an Arm Pin tackle. A Goose Step is best used to get away from a Diving Tackle.

Ball Stripping

In certain one-on-one tackles it is possible to attempt a Ball Strip. When you see a struggle for the ball press **B** to attempt a Ball Strip. Struggle for too long and a penalty may be given.

Kicking

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

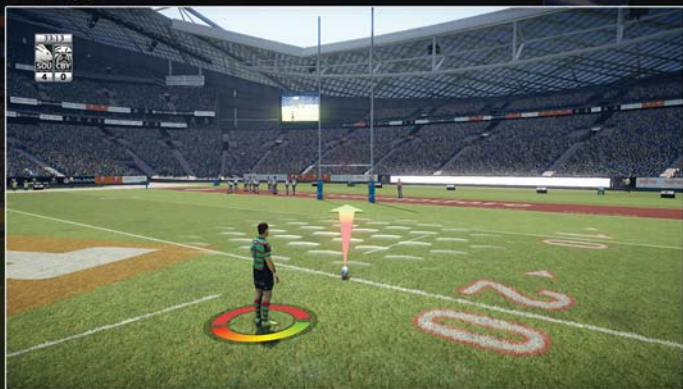
Kick Off / Kick to Touch / Line Drop Out

Kicking is a 2 step process. Firstly the kick needs to be lined up, the kick then needs to be executed. A kick meter appears on the screen.

For Kick Off use the **R** to aim the kick taking into account wind speed and direction as indicated by the arrows. Moving the **R** forward or back will lower or raise the trajectory of the kick.

Power up the kick by pressing **A**. The kick meter has a blue zone and a red zone. Release the **A** button while the indicator bar is in the blue zone as close to the red zone as possible.

Releasing the **A** button at the end of the blue zone will result in an accurate and powerful kick. Releasing the **A** button in the red zone will result in an increasingly inaccurate kick.



Conversion

Position the tee by using the **L**. Confirm the position by pushing **A**. Control the direction of the kick with the **L**. Set the power of the kick by moving the **R** up or down, the power of the shot will be indicated by the colour of the arrow. The arrow will be more green for a less powerful shot and more red with a little bit of green for a very powerful shot. Add curve to the shot by moving the **R** left or right.

When you are ready to take the kick, press the **A** button in anticipation of the contact point being when the meter is green for the most accurate kick.

Aftertouch can be applied to the ball by pushing the **L** left or right while the ball is in flight.

Punt Kicks

Hold **T** to display the kick target. Aim the Punt with **L**. Hold **A** to increase the power of the kick and release **A** to Punt. To Cancel the Punt release **T**.

Bomb Kicks

Hold **T** to display the kick target. Aim the kick with **L**. Hold **B** to increase the power of the kick and release **B** to Bomb. To Cancel the Bomb release **T**.

Grubber Kicks

Tap [A] for a short Grubber. Hold and release **A** for a longer Grubber. Direct the Grubber Kick with the **L**. 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. The kick will travel in the direction the player is facing so always try to position the player facing toward the goal.

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. Diving tries can increase the chance of causing a bad spill.

If driving forward near the try line in a tackle, pressing **X** before running out of stamina will perform a desperation try attempt.

Sidesteps

Sidesteps are a great way to get a defender off balance. Push left or right on the **R** to perform a Sidestep in the de-sired direction. A Sidestep followed by another in the opposite direction will perform a Shimmy. Sidestepping will be most successful against a Low Tackle. *Tip - Try using Sidesteps and Shimmies in combination with Fends and Goose Steps to improve your chances of evasion.*


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. Send offs will be represented by a red card in Team Management and a red notch in the score HUD.

Players can be Sin Binned for continuous Held in Tackles. Players will receive warnings from the referee before being sent off. Sin bins will be represented by a yellow card in Team Management and a yellow notch in the score HUD.

Pause Menu



Press  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.

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 in-terchange bench and press **A** to confirm the change. Once there is a break in play the two players will swap positions. Repeat the process for further interchanges. Once the maximum allowable interchanges have been reached, remaining interchanges will be indicated as 0. Press **B** to return to the previous menu.
- **Assign Roles** - Select the type of role you wish to assign by scrolling with **LB** or **RB**. Select a new player to assign to the role and press **A**. 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

Select a casual match from either most recent match, NRL, SL, Auckland Nines, State of Origin decider, grand final or mystery match then proceed to setting up your casual match. 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. Press **A** to proceed.

Select the jerseys for your team then press **A** to proceed to the Prematch configuration.

Select from Play Match, Match Settings or Team Management.

- Play Match - Select to proceed to the match.
- Match Settings - Select to adjust settings for Half Length, Stadium, Weather, Time of Day, Injuries, Difficulty, Ball, Field Markings, Wind, Extra Time, Referee A & B, Touch Judge A & B, Sin Bin/Send Off.
- Team Management - Select to adjust Team Line-Up and assign player roles.

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 minimal fuss from the users end.

Custom Match

Customise your competitive experience with other players online. Adjust match settings for Half Length, Stadium, Weather, Time of Day, Injuries, Rules, Ball, Field Markings, Wind, Extra Time. Extra match settings in custom match are to normal-ise skills, to have a private session and whether or not to use official clubs or allow custom clubs.

Tournaments

- Public Tournament - Public Tournament allows you to play an online tournament against 7 members of the public. Go through Quarter Finals, SemiFinals and Finals format until a winner is declared.
- Private Tournament - Private Tournaments can be organised to feature up to 16 clubs. You can set up a Tournament name that allows other users to easily find your tournament by. You can choose the ruleset, number of clubs and whether or not to use fake clubs to fill out your private tournaments.

Leaderboards

View your ranking compared to the rest of the world.

Career

Career mode in Rugby League Live 3 features two brand new formats. Star Player and Rookie Player allows you to control a player throughout a full length career. You will also be able to 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.

Rookie Player allows you to start a career at any age, young or 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.

New Career

Select 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, then proceed by pressing **A**.

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 and press **A** to proceed.

Rookie Player

If choosing to be a Rookie Player, you will 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 chosen the club you wish to play for you will then be asked to set up the identity of your player, the options here range from First and Last Name to Jersey Number, Positions, Country of Birth, Representative Country and more. Upon completing the identity, highlight continue and press **A** to proceed. The next option you get is whether you wish to create your players appearance from scratch or copy from the FanHub or a default player visual. Once you are happy with the players appearance, highlight the Continue tile and press **A** to proceed.

The final menu before jumping into career is the skill and attribute distribution screen, this is where you choose which attributes you wish to assign to your player. Take note of the Position description to assist you in what areas you may wish to put your allotted points into. Once you have spent all your available points, press **A** to continue into your career.

Coach

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

Once you have chosen a Club 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 objectives, 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 support team that specialises in a specific skill but may lack in other areas. Press **A** when you have chosen your desired support team.

Choose your captain to lead your team, once you have selected your captain, press **A** to proceed to the Career Hub.



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

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 forward 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. When you're ready to play the match, select the Play Match tile and press **A** to proceed.

Club Management

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

↑	-	At Peak Form
↗	-	Improving
→	-	No Change
↘	-	Minor Loss of Form
↓	-	Loss of Form
+	-	Injured
S	-	Suspension

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.

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.

Recruiting

- **Important Players** - Upon entering recruiting you are offered the 3 most important players 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 Player** - 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.

Calendar

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

Transfers

View all transfers throughout yours and other leagues.

Your Competition

View the details of the competition you're in. View fixtures and results, the season ladder, season stats and player of the year award voting.

Ladder

View the ladder of your and other competitions.

Fixture

View the fixtures and results of your and other competitions.

Other Competitions

View other competition fixtures and results, ladders, stats and player of the year award voting.

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.

Competition

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

New Competition

Select either NRL or Super League will allow you to play a single season of one of those leagues. Select Custom League or Tournament options to give more customisation to how you want your competition to play out. 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 League Competition

Choosing custom league gives you options to play with up to 16 clubs, the fixture type that the clubs will participate in, 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.

Custom Tournament Competition

Choosing custom tournament allows you to set out a tournament of up to 16 clubs and choose how many users can control each team.

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

Edit an Official 2015 Player, or to create your own custom player that can be either a part of one of the official clubs or a free agent.

The player editor allows you to edit a players appearance, identity and attributes as well as customising headgear, strapping, tattoos and boots for your player.

Clubs

Edit an Official 2015 Club, or to create your own custom club.

The club editor allows you to edit the identity, roster, home ground, lineups and jerseys of any club.

Referees

Create and edit referees to officiate in matches you play.

Leagues

Create and edit your own custom League to feature in Career mode.

Community

View from thousands of uploaded players and clubs.

DRILLS

Select Drills 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.

Goal Kicking Drill

Learn conversion kicking and timing.

Passing Drill

Learn the timing of passing as well as how to make cut out passes.

Tackle Drill

Learn the timing of tackling, as well as which tackles are right for which in-game situations.

Playmaker Drill

Learn which kicks go with which in-game situations from the playmaker.

Drill Player

Select the Drill Player you would like to take the drills.

SETTINGS

Favourite Club

Nominate your favourite NRL or Super League club. This will dictate what team shows up at all team select menus.

General Settings

Adjust gamma, gameplay, camera and controller settings.

Audio Settings

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

Change Primary User

Change the primary user for the current session.

Controls

Select to view Attack, Defence or Loose Ball controls.

User Statistics

Select view earned statistics.

Credits

Select to view game credits.

HINTS AND TIPS

- Deep in your defensive zone use Hit Ups to wear down your opponent's stamina and protect the ball.
- Fending is less safe than a Hit Up and has a small chance of a ball spill.
- Use After Touch to effect a conversion kick's trajectory. After Touch is more effective with the direction of the kick's fade.
- The Player's stamina is represented by the size of the sprint meter. This will shrink over the course of a match.
- Sprinting while performing an Arm Pin tackle risks a High Tackle.
- Keep holding the tackle button to hold down a player in a tackle.
- Momentum is critical to breaking tackles. Ensure you are sprinting when fending.
- Drag Tackles take into account both tackler and ball carrier's weight, meaning a thinner tackler won't be able to drag a bigger ball carrier, but a bigger tackler will be able to drag a thinner ball carrier a lot easier. The difference in weight will dictate how far a drag tackle can be moved.
- Complete Objectives and Challenges to earn extra XP towards your profile or career spending money.

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