

AUSTRALIAN RUGBY LEAGUE TM

PC CD REFERENCE CARD

WIN 95 INSTALLATION INSTRUCTIONS

1. Please refer to the Installation & Trouble-Shooting guide for this.

DOS INSTALLATION INSTRUCTIONS

1. Insert the Australian Rugby League CD into your CD drive.
2. At the DOS prompt, type **D:** (or the appropriate drive letter).
3. To initiate the installation sequence, type **Install**. The Install Screen appears.
4. At the Install Screen there are two option. Install Game is highlighted; press **Enter** to begin installation immediately and go to step 5. Alternatively, move **up** and **down** to highlight Change Directory and **Click** or press **Enter**.
5. When installing, the default directory name is ARL. You can leave this directory name intact, or type in your own using the Change Directory Option .
6. The bar slowly fills as installation proceeds. To abort installation at any point, press and hold **Esc**.
7. When installation is complete, it will go to a sound card set-up screen. After you have set the sound card up, it will go forward through the FMV introduction sequence and start the game.

STARTING THE GAME (DOS)

1. Insert the CD into your CD drive.
2. At the DOS prompt, type in the name of the directory where the game is installed. By default, it is installed in C:\ARL, so you would type:

C: and press **Enter**

CD\ARL and press **Enter**

3. To start the program, type **Dosarl** and press **Enter**. The EA SPORTS™ title screen appears, followed by the video introduction sequence.

- At each screen, press escape to advance to the next screen. The Options Menu appears. For instructions on playing **Australian Rugby League** see the enclosed manual.

SYSTEM REQUIREMENTS

See box sticker for minimum & recommended requirements.

CONTROL SUMMARY (default options)

WITH THE BALL (RUNNING):

Press **Fire 2** + move left /right: Pass to team-mate (hold Fire 2 for a longer pass)

Press **Fire 2** + don't move: Dummy/fake pass

Press **Fire 1** + **Fire 2** (or **Fire 3**): Hand-off opponent/break tackle/speed burst

WITH THE BALL (KICKING):

Press and hold **Fire 1** + move in direction of play: Grubber kick (release **Fire 1** to trigger kick)

Press and hold **Fire 1** + move against direction of play: Up and under (release **Fire 1** to trigger kick)

Press and hold **Fire 1** + move in direction of touch line: Kick to touch (release **Fire 1** to trigger kick)

Press **Fire 1** + don't move: Attempt a drop goal/kick into space (depending on position on pitch and player's kicking ability)

WITHOUT THE BALL:

Press **Fire 1**: Switch Player

Press **Fire 2**: Tackle

Press **Fire 1** + **Fire 2** (or **Fire 3**): Speed burst

FORMING A SCRUM:

Press **Fire 1** or **Fire 2**: Put the ball into the scrum

Move in direction of play: Push scrum forward

Move left/right (relative to direction of play): Rotate scrum

Press **Fire 1** or **Fire 2**: Release ball to the back of the scrum

KICK-OFF/PENALTY KICK (KICKING METER):

Use **Fire 1** , **Fire 2** or **Fire 3**. 1 = Low Kick, 2 = Medium, 3 = High

First press: Starts the power bar moving

Second press: Stops the power bar at the desired strength of kick

Third press: Stops the bar as close to the accuracy point as possible

DOS SOUND PROBLEMS

If after installation, when you run the game, you find that the sound is incorrect, don't worry. This is likely to be due to ARL incorrectly detecting your sound card.

To rectify this simply enter the configuration menu and select the sound sub menu, in here you will be able to select your sound card correctly.

This will take you through each of the settings for your card, so you can set it correctly. After you have chosen the settings and quit the menu, you should have no problems with sound and be able to enjoy the game.

DOS VIDEO PROBLEMS

If you find you have problems with display flickering, or showing any corruption this will be down to the Vesa driver your card is using. Most modern cards have built in Vesa support, but some require an external program to do so. This program should be provided by the card manufacturer, and will fix these problems.

DOS NUMBER OF JOYSTICK PROBLEMS

If for some reason ARL decides you have more (or less) joysticks connected than you do, you can try to use the 'redetect joystick' option inside configuration menu. If this is still incorrect you can append to the command line `-jn -` whereas `n` is the actual port that the joystick is plugged into. These can be strung together to say that you have multiple joysticks : i.e. 'Dosarl -j1 -j2' tells it you have 2 joysticks in ports 1 & 2 (one in each). You can also use `-j0` to say you have no joysticks at all.

WE DON'T WANT FMV

If you decide that you do not want to see the FMV sequences on start-up/exit, you can use a `-eac` option on the command line to skip these: i.e. 'Dosarl -eac'. This can also prove useful if your CD drive cannot cope with the FMV throughput and struggles to display the FMV.

CREATING A DOS BOOT DISK

Starting your computer using a MS-DOS boot disk allows you to free up more memory without altering the CONFIG.SYS and AUTOEXEC.BAT files on your hard drive. Booting your computer with a DOS boot disk does not prevent you from accessing your hard drive, it merely provides a different method for configuring your memory. After you create a MS-DOS boot disk, you will copy your CONFIG.SYS and AUTOEXEC.BAT files from your hard disk onto the boot disk and modify these copies. We recommend using this procedure to avoid altering the CONFIG.SYS and AUTOEXEC.BAT files on your hard drive, which may affect your memory configuration for running other applications.

Below are instructions for creating a MS-DOS boot disk. Please follow these steps exactly.

NOTE: To create a MS-DOS boot disk you must use a disk that will fit in your A: drive. Your computer will not boot from the boot disk if it is inserted in the B: drive.

1. From the MS-DOS prompt, type `C:` and press **ENTER**.
2. Place the blank disk into drive A:.
3. Type **format a:/s** **ENTER**. Be sure to include the spaces.
 - You will be prompted to insert a blank disk into drive A:. Do so if you haven't already, and press **ENTER**.
4. Once the disk is finished formatting, you will be asked to label (name) the disk. Type in a name and press **ENTER** or simply press **ENTER** for no name.
5. A prompt appears asking whether you wish to format another disk. Type **N** and press **ENTER**.

To configure your MS-DOS boot disk to free up additional conventional memory and enable Extended memory:

1. Back up your CONFIG.SYS and AUTOEXEC.BAT files before editing them so that you can return to the originals if you have any problems:
 - a. At the `C:\` prompt, type `copy c:\config.sys c:\config.bak` and press **ENTER**.
 - b. Type `copy c:\autoexec.bat c:\autoexec.bak` **ENTER**.
2. Copy the CONFIG.SYS and AUTOEXEC.BAT files from the root directory on your hard drive (`C:\`) to the root directory on the boot disk that you have just created (`A:\`):
 - a. At the `C:\` prompt, type `copy c:\config.sys a:\` **ENTER**.
 - b. Type `copy c:\autoexec.bat a:\` **ENTER**.
3. Open the boot disk copy of the AUTOEXEC.BAT file (on A:) using the EDIT program from MS DOS 5.0 or greater:
 - a. From the `C:` prompt, type `cd \dos` **ENTER** or `CD\Windows\Command` **ENTER**
 - b. Type `edit a:\autoexec.bat` **ENTER**.

4. From the boot disk copy of the AUTOEXEC.BAT file, delete all lines except the following (items enclosed in brackets indicate system-specific variables):

Line	Notes
PATH=Path	Path will vary by system
PROMPT \$P\$G	
Your sound card driver	Example: SET SOUND = C:\SBPRO SET BLASTER = A220 I7 D1 T4
Your CD-ROM driver	Example: C:\DOS\MSCDEX.EXE /S /D:SONY_000
C:\directory\MOUSE.COM	(Or equivalent mouse driver)

Note: If your mouse line looks different from the examples above, you may not be using the MOUSE.COM mouse driver. Do not change this line if it looks different from the examples above. Drivers with a .SYS extension will be loaded through the CONFIG.SYS file and should be left in place when you are editing that file. If you have other questions about loading your particular mouse driver, consult your mouse or MS-DOS manuals.

5. Save the edited AUTOEXEC.BAT file and open the boot disk copy of the CONFIG.SYS file from within EDIT.

- To save, press ALT-F to bring down the File menu, then type S.
- To open, press ALT-F, type o, then type a:\config.sys and press ENTER.

6. While still in EDIT, delete all lines from the boot disk copy of the CONFIG.SYS file EXCEPT the following:

Line	Notes
DEVICE=C:\DOS\HIMEM.SYS	(Or C:\WINDOWS\HIMEM.SYS)
DOS=HIGH	
BUFFERS=30	
FILES=30	
LASTDRIVE=Z	

Your Sound Card Driver	Example: DEVICE=C:\SB16\DRV \CTSB16.SYS\UNIT=Ø /BLASTER=A:220 I:5 D:1 H:5 DEVICE=C:\SB16\DRV \CTMMSYS.SYS
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Your CD-ROM device driver	Example: DEVICE=C:\DEV\SLCD.SYS /D:SONY_000 /B:340 /M:P /V /C
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Your CONFIG.SYS file should now look like the above example. If it does not, edit it now to make it look similar to the text above.

7. Save the edited CONFIG.SYS file and exit the EDIT program.

- To save, press ALT-F, then type S.
- To exit the Edit program, press ALT-F, then type X.

You now have a boot disk which should free up enough conventional memory and set up enough Extended memory to run the program. The boot disk bypasses the AUTOEXEC.BAT and CONFIG.SYS files on your hard drive and configures your memory based on the AUTOEXEC.BAT and CONFIG.SYS files on your boot disk.

TO START UP YOUR MACHINE USING THE MS-DOS BOOT DISK:

1. Insert the MS-DOS boot disk into drive A:, then restart your machine. Your computer will boot up to the A:\ prompt.
2. Type C: and press ENTER to return to your hard drive.

Note: If you want to return your system to its normal memory configuration, simply remove the MS-DOS boot disk from the A: drive and restart your machine.

For more information on editing your CONFIG.SYS and AUTOEXEC.BAT files, or on changing your startup configuration, consult your MS-DOS manual.

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