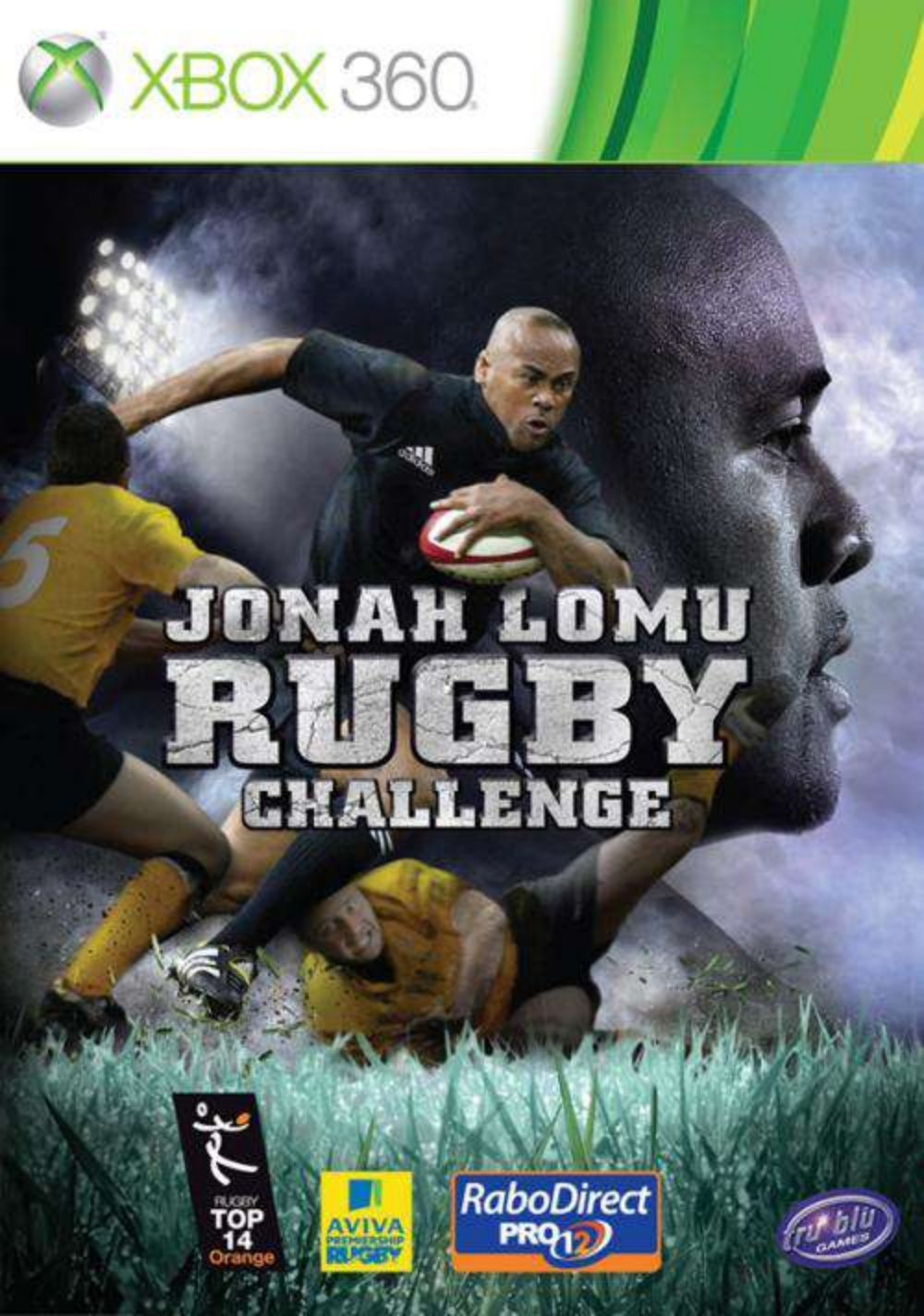

XBOX 360
JONAH LOMU
RUGBY
CHALLENGE
RUGBY TOP 14 Orange
AVIVA PREMIERSHIP RUGBY
RaboDirect PRO12
frublu GAMES

WARNING Before playing this game, read the Xbox 360® console and accessory manuals for important safety and health information. Keep all manuals for future reference. For replacement console and accessory manuals, go to www.xbox.com/support.

Important Health Warning About Playing Video Games

Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

CONTENTS

Warranty, Help & Support	ii
Connect to Xbox LIVE	ii
Controlling the Game	1
Pause Menu	6
Main Menu	6
Single Match	7
Training	7
Competitions	8
Career Mode	9
Online	9
Customise	10
Help and Options	12
Rugby Store	12
Hints and Tips	13
Credits	16

GENERAL MENU NAVIGATION

Navigate Menu Options	⬆ ⬇ ⬅ ➡
Select / Advance	Ⓐ
Cancel / Return	Ⓑ

CONTROLLING THE GAME

With Ball

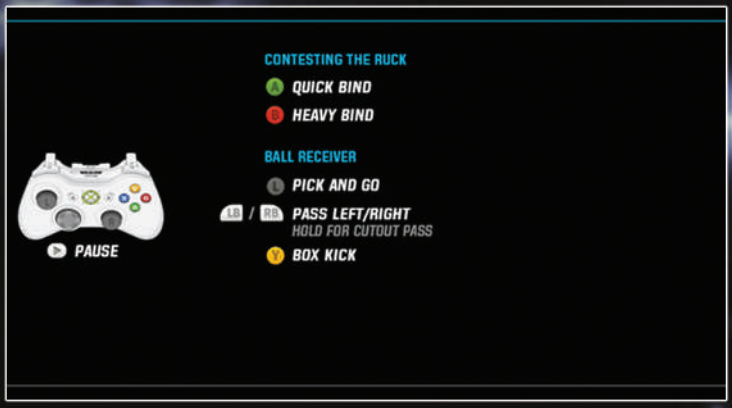


Without Ball



CONTROLLING THE GAME

Rucks



The ruck is formed when a player is tackled to the ground.

Press the Ⓐ button to quickly bind your nearest available player to the ruck.

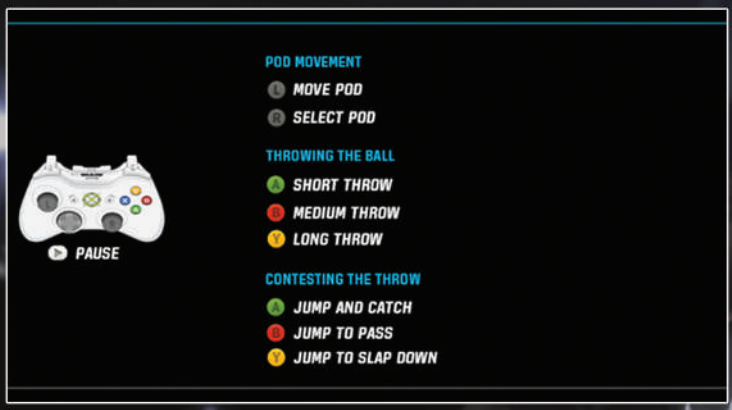
Pressing Ⓐ consecutively adds more players to the ruck. Adding more players to the ruck risks your defensive line, so be careful not to over commit to the ruck in some situations.

Press Ⓑ to bind players to the ruck aggressively, this will result in only forward players joining the ruck and making a heavy impact. However, if no forwards are already near the breakdown they may take too long to arrive.

After winning the ruck contest players can press Ⓨ to perform a box kick from the ruck.

CONTROLLING THE GAME

Lineouts



The lineout is formed when the ball is in touch.

The throw in.

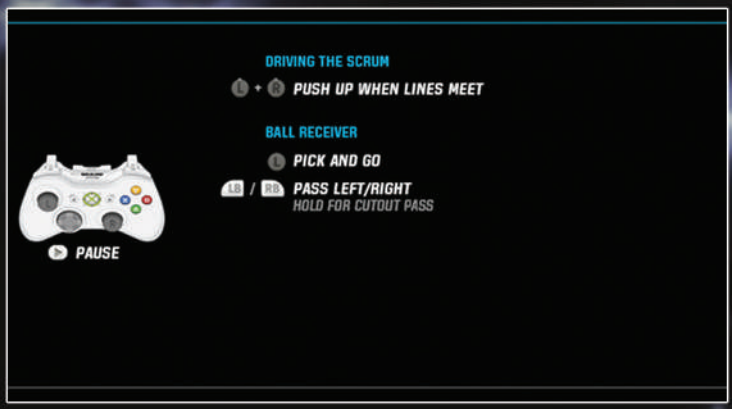
- Use the Right Stick to change between pods of players.
- Use the left stick to move the pods up and down the lineout.
- Press either the Ⓨ, Ⓑ or Ⓐ button to throw to the indicated player when the indicator bar is in the coloured area.
- Throwing on either side of the coloured area will result in an illegal throw.

The Catch.

- Press either the Ⓨ, Ⓑ or Ⓐ button to jump and contest the throw.
- Players can choose to either catch the ball, pass it or tap it back.

CONTROLLING THE GAME

Scrums



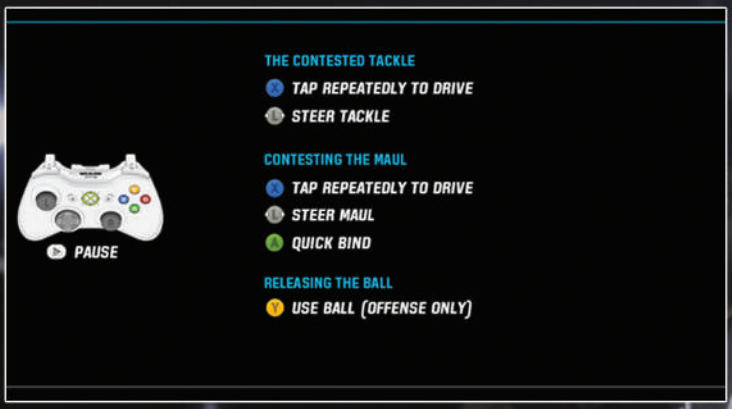
The scrum can form after a penalty, a knock-on or when the ball is dead in goal.

- Players must press both sticks up at the optimal time to engage with as much impact as possible.
- Once the scrum has engaged, it then becomes a timing contest to press the sticks up when the lines meet at the middle of the coloured area.

  The further the timing lines are from this middle point when a push is made, the weaker the resulting push.

CONTROLLING THE GAME

Mauls



The maul is formed when the ball carrier is in a contested tackle but does not go to ground and both tackler and tacklee stay on their feet.

The players are now in a maul and by repeatedly tapping X they will try to gain ground by driving the opposition . Other team members from either side are allowed to bind to the maul and drive the players forward.

If the ball carrier is forced backward and takes too long to use the ball, they run a risk of being penalised.

Place Kick

The place kick is taken after a try is scored and can also be chosen when a team is awarded a penalty kick.

Use up or down on the L to place the ball on the field within the player's kick stat range. The ball will turn yellow or red depending on how far from their optimal kicking range it has been placed.

Once the ball is placed, use left or right on the L to adjust your aim, Press A to confirm your aim.

A circle will appear around the ball once it is placed, the coloured area represents the optimal accuracy. Stop the moving white bar in this area by pressing A to take the kick.

PAUSE MENU

Press START button during gameplay to display the in-game 'Pause Menu'.

Select from either Resume Match, Manage Team, Help & Options, Choose Sides, Restart Match, or Exit Match.

- Resume Match - Select to return to the match.
- Manage Team - Select to manage your team, Set Captain, Set Goal Kicker and Swap players.
- Help & Options - Select to view controls, adjust camera & visuals, or set sound options.
- Choose Sides - Select to choose a different side to control in the match.
- Restart Match - Select to restart the match.
- Exit Match - Select to quit the match and return to the main menu or hub.

INJURIES

During gameplay if a player is injured a substitution will occur.
The substitution screen will appear when a player is injured. Select a bench player to replace your injured player with. For AI teams an automatic substitution will occur.

MAIN MENU

- Single Match - Select to play a single game between two teams.
- Training - Select to view tutorials, the rules video or go to run around and practice.
- Competitions - Select to play a World Rugby Championship, Rugby 15, Tri Nations, Quad Nations, Euro Nations, Euro Rugby Club Championship, ITM Cup, Aviva Premiership Rugby, Bledisloe Cup Series, TOP 14 Orange or RaboDirect PRO12 competition.
- Career Mode - Select to setup a career and control teams over 13 seasons.

- Play Online - Select to play an online Quick Match, view online Leaderboards or play an online Private Match.
- Customise - Select to create and edit players, teams or competitions.
- Help & Options- Select to adjust options for Controls, Gameplay, Camera & Visuals, Sound or view the Credits.
- Rugby Store - Purchase Rugby Challenge unlockable content.

SINGLE MATCH

Select two teams from the various competitions to play a single quick game.

The single match screen allows you to select two teams to play against each other. Press Ⓐ to confirm the team selection and proceed to the control selection screen.

Select which team you wish to control by moving the player controller indicator(s) either left or right. Leaving the player marker indicator in the middle will setup an automatically controlled game for viewing only. The control selection screen also allows you to change the team's strip and adjust game settings.

Press Ⓧ to change the strip for the team you have selected to control.

Press Ⓨ to enter the game settings screen and adjust game settings such as Stadium, Difficulty, Match Length, Time of Day, and Weather Conditions.

Once a team to control, strips, and options have been set, press Ⓐ to confirm your settings and start the match.

TRAINING

Select to view tutorials, the rules video or go to run around and practice.

- Tutorials - Select the tutorial level you wish to attempt. Select from Basic, Intermediate, Advanced or Professional tutorials. Follow the onscreen directions to learn and master the game controls.
- Rules Video - Select to view a short video outlining the rules of Rugby Union.
- Run Around - Select to have a free run around on the field to practice your skills.

COMPETITIONS

Select to play a World Rugby Championship, Rugby 15, Tri Nations, Quad Nations, Euro Nations, Euro Rugby Club Championship, ITM Cup, Aviva Premiership Rugby, Bledisloe Cup Series, TOP 14 Orange or RaboDirect PRO12 competition.

Continue an existing competition or start a new competition.

Continue.
Select to load a previously saved competition.

New competition.
Select to setup a new competition. Setup your competition from the 'Competition Setup' Screen.

Select the competition, difficulty, and match length. Press Ⓐ to continue to the team control screen.

Select the teams you wish to control during the competition. Press START to proceed to the competition hub.

The competition hub is the control centre of your competition. From here you can choose to play a match, simulate a match, manage your squad, view your opposition and adjust settings. The competition hub screen also allows you to view standings and fixtures for the competition.

- Play Match - Select to play the current match in the competition.
- Simulate Match - Select to simulate to your next match in the competition. Once this option is selected the game will automatically simulate a result.
- Manage Squad - Select to manage your team, Set Captain, Set Goal Kicker and Swap players. You can also view Profile, Competition Stats, and Match Stats.
- The Opposition - Select to view your opposing team lineup and stats.
- Settings - Select to adjust settings for difficulty and match length.

CAREER MODE

Career mode allows you to control your own team's destiny over 13 action packed seasons. You can select to compete in either Club, International matches or even both at the same time.

Players have the option to continue an existing career or start a new career.

Continue.
Select to load a previously saved career.

New Career.
Select to setup a new Career. Setup your career from the 'Career Setup' screen.

Select a team and setup the career mode settings such as difficulty and match length. Press Ⓐ to continue to the team selection screen.

Select the teams you want to control in career mode. After selecting teams there is a Player Drafting screen which gives the opportunity to select a starting lineup for your squad. Press ▶ START to proceed to the Career Hub.

The career hub is navigated in the same manner as the competition hub except for the addition of a "Career" tab. The career tab allows you to view your career progress at any point during the competition.

PLAY ONLINE

Online play allows up to 4 local players to connect and play against up to 4 opponents using 2 consoles.

Select from Quick Match, Leaderboards, or Private Match.

Quick Match.
Select to play a quick match against another randomly selected player.

Select a team to control during the quick match and press Ⓐ to proceed.

Once a team is selected you will proceed to the searching screen where an opponent will be found online to join your game.

Press ▶ START when you are ready to play. Once both players are ready the match will begin.

PLAY ONLINE

Leaderboards.
Select to view online leaderboards and standings for Quick Matches.

Leaderboards rank you against others based on points gained for wins, draws and losses and also how reliable you are at completing online matches.

Private Match.
Select to play an online private match between invited friends.

Select match options including stadium, match length, time of day, and conditions. Press Ⓐ to continue.

You will then be able to select a friend to invite into a private match.

Once you have sent the invite, select a team to control during the private match.

Once you are ready press START and wait for your friend to join. Once joined and ready the match can begin.

CUSTOMISE

Select to customise various game elements including Players, Teams and Competitions.

Players.
Select to create a new player or edit existing players.

- Details - Customise Name, Age, Footedness, Nationality, Ethnicity, Primary, Secondary and Tertiary Position.
- Attributes - Customise Fitness, Speed, Acceleration, Aggression, Agility, Break Tackle, Tackling, Passing, Offloading, General and Goal kicking, Catching, Strength, Mental Agility, Jumping and Discipline.
- Head - Customise Skull/Neck, Brow, Eyes, Cheeks, Ears, Nose, Mouth, and Jaw.
- Face & Hair - Customise Face Texture, Complexion, Eye Colour, Headgear type and colour, Hair Length, Hair Style, Hair Colour, Facial Hair colour and style.

- Body - Customise Height & Weight, Build, Chest, Stomach, Hips, Muscle Definition, Arms and Legs.

- Accessories - Customise arm and leg strapping, Shirt, Shorts, Club and International Boots.

Team.
Select to create a new team or edit an existing team.

- Details - Customise Team Emblem, Team Name, Mnemonic, Commentary Name, Primary Strip, Alternative Strip and Home Stadium.

- Attributes - Customise Attack, Defence, Rucking, Mauling, Scrummaging and Lineouts ability.

- Squad - Customise squad. Select starting lineup and bench players.

Competition.
Select to create a new competition or edit an existing competition.

- Select Template - Select a template to base your competition on. Use one of the existing competitions to form the basis for your competition.

- Setup a Name, Logo, and Trophy for your competition.

- Setup the Format, Points structure and teams for your competition.

- Once you have configured all your custom competition settings press START to save the competition.

- Your customised competition will now be available to play in competition mode.

HELP & OPTIONS

Select to view controls, adjust gameplay settings, camera & visuals, Sound and view credits.

- Controls - Select to view controls while with ball, while without without ball, rucks, lineouts, scrums or mauls.
- Gameplay - Select to adjust gameplay settings for Injuries, Offsides, Forward passes, Knock Ons, Sin Bins, Send Offs, Player Fatigue, Video Ref and Favourite Team.
- Camera & Visuals - Select to adjust Player labels, Replays, Cut scenes, Camera Angle, Camera Swing, Glory Camera, and Close Cameras.
- Sound - Select to adjust volume settings for Commentary, Crowd, SFX, Player Voices, and Music.
- Credits - Select to view game credits.

RUGBY STORE

The Rugby Store is where Rugby Challenge unlockables can be purchased using your Rugby Dollars.

Completing online and offline games, completing tutorials and creating custom teams and players will earn you Rugby Dollars.

A win, lose or draw result will earn you a different amount of Rugby Dollars.

A win will earn more while a loss will earn less.

The total amount of Rugby Dollars earned is displayed in the Rugby Store.

HINTS AND TIPS

General.

- Effective tackling, dummy passing, fending and sidestepping rely on player position and timing. Make sure you come in at the right time on the right angle to succeed.
- Keep an eye on your Player Indicator, when it's pulsing your team is confident, this gives a boost to your Tackle, Break Tackle, Passing, offload and General Kicking Stats.
- If your Player Indicator begins to fade, that means your players are fatigued and need to rest, try to keep them out of the Ruck, stop sprinting or even sub them out.
- Complete all the tutorials; it's a great way to learn to play the game and an easy way to earn Rugby Dollars.
- Go Online and play with your friends, you earn Rugby Dollars for every game you play.
- Don't quit online games, even if you're losing. You're still awarded Rugby Dollars even if you lose, quit mid match and you lose $1,000 Rugby Dollars. Don't worry if you're disconnected, you won't lose any Money.
- Try a chip, grubber or short puntkick; it's a great way to get past the defence when under pressure. Timing is important here – too late and you will be tackled, too early and the defender will get to the ball before you.
- These kicks are more effective when your players are faster than the opposition.
- If it's raining the ball is harder to hold onto in dominant tackles and long passes.

Rucks

- The ruck bar will initially favour the player who had the most impact in the tackle. Run or tackle with purpose/aggression to tip this in your favour and increase your chance of winning the ruck.
- Use heavy add when you have players close to the tackle. They'll still get there quickly and have an impact on the ruck bar.

- Heavy adds fatigue players faster.

- Use normal add when you have players further away from the tackle. They'll get to the ruck quicker and give you a chance of winning.

- Committing many players to the ruck may increase your chances of winning but can leave big holes in your defence or leave you short of players in attack.

- The first 3 players to the ruck have more influence, their speed and impact on the ruck is the dominant factor in winning rucks. If you can't get your players in there before the opposition, it often pays to wait for the next ruck.

Tackling

- Be careful when using Aggressive Tackle, the tackle may be more dominant but risks causing an infringement such as High Tackle or Injury to another player.

- Sometimes it's best not to tackle a player who has made a break immediately especially if they have a 2 on 1 situation. Hang off the player until your defence comes across to cover their players.

- You can take over another player's tackle if it is not successful. Getting to know which tackles you can do this on will help you wrap defenders up earlier.

Passing

- Get used to skip passing, it's a great way to find a player in space.

- There are 2 ways to skip pass, try them both and use the one you're most comfortable with.

- Draw and pass – timing your passes just before you enter a tackle commits a defender to the tackle and can free up space for your players.

- Passes can be "prewound" before you receive the ball. Hitting pass before you receive it will pass the ball on quickly to the next player. Prewinding work for kicks, sidesteps and fends also.

- Offloading a pass out of a tackle is a risky option but can bring great reward. Players with high offload ability will offload more accurately and successfully so be cautious when you offload.

- Some basic actions can be performed simultaneously. For instance you can hold a defender at bay with a fend and offload with the other arm. It's a great way to create open space for your team.

- When passing from a Ruck, be mindful of your support players position, if they're not in position to move onto the ball, it may go to ground. You can delay your pass from the ruck if your team mates aren't in position.

Scrums

- Scrum pushes register when the sticks are fully up. If you're too late on the push, try pushing earlier so that your sticks are fully up when the scrum bar hits the sweet spot.

- Try turning the scrum to your advantage using only 1 of the analogue sticks. Turning the scrum can move defenders in the scrum away from you and open up gaps to run through.

- Attacking scrums in the middle of the field are great scoring opportunities when you have this option from a penalty.

Lineouts

- The most important part of a lineout is the throw. Try to throw slightly down your side to get the best advantage. Be careful not to throw too far down your side or you will get penalized.

- Slapdowns are faster options but can sometimes go to ground.

- Move jumping pods ahead of your opposition to increase your chance of winning the lineout.

Changing Player.

- When using change best player, move the stick in the direction you want your intended player to move, to help pick the best player.

- Change to your fullback when you've been compromised. Fullbacks are usually some of the stronger defenders and are more likely to make telling tackles.

Mauls.

- If you're losing ground in a Maul, use the ball earlier to prevent the opposition from winning the maul.

CREDITS

SIDHE EXECUTIVE PRODUCER Andy Satterthwaite ASSOCIATE PRODUCER Luke Percy DESIGN VISION HOLDER Tyrone McAuley RESEARCH DESIGN & LIAISON Mark Davis LEAD GAME DESIGNER Jon Brown SENIOR GAME DESIGNERS Robert MacBride, Dan Smart, GAME DESIGNER Daizong Gong LEAD PROGRAMMER Robert Harrison SENIOR PROGRAMMERS Cameron Hart, Ismael Noche Navarro Joe O'Sullivan, Lloyd Weehuizen PROGRAMMERS Mark Barrett, Aaron Brown, Glen Corby, Jordan Ewen Roy Lye, Andrew Pahuru, Vaughan Sanders, LEAD GRAPHICS PROGRAMMER Kester Maddock SENIOR GRAPHICS PROGRAMMER Alan Chambers GRAPHICS PROGRAMMERS Owen Angell, Robert Cannell Rob Green, Tobias Köppen, Ramon Steenson LEAD ANIMATION PROGRAMMER Charles Baker ANIMATION PROGRAMMER Vinod Melapudi LEAD UI PROGRAMMER Dale Smith UI PROGRAMMERS Joshua O'Connor, Andrew O'Neil, Sungkono Surya Tjahyono, Tyler (Kyung Jean) Yang, Shady El Mously ASSOCIATE ART DIRECTOR E'van Johnston LEAD ARTISTS Jamie Churchman, Duncan Withers SENIOR 3D ARTISTS Dan Allsop, Adrian Denne, Petr Pechar, Dale Pugh, Andrew Stairs, 3D ARTISTS Mike Clephane, Shem Dawson, Aaron Hunwick, Leighton Milne, Chris Nirenberg, Tom van de Wijdeven ADDITIONAL 3D ART Amber Conway, Nathan Rattray TEXTURE ARTISTS Sarah Dixey, Andrew Leck Anthony Lee, Stephen Schulze LEAD ANIMATOR Mark Cuthbert SENIOR ANIMATOR Reagan Morris ANIMATORS Simon Dasan, Stephen Fleet LEAD VISUAL EFFECTS & CINEMATICS ARTIST Michael Cosner SENIOR CINEMATIC ARTIST David Alve VISUAL EFFECTS ARTIST Ivan Khmel LEAD UI DESIGNER Grant Robinson SENIOR UI ARTIST Nathan Rattray UI ARTISTS Dan Adams, Mike Chu AUDIO DESIGN Jeramiah Ross ADDITIONAL MUSICIANS Jake Edwards (Guitar), Dan Smart (Drums), Matt Tui (Bass), LEAD TECHNICAL ARTIST Keir Rice, SENIOR TECHNICAL ARTIST Jon Thorsen TECHNICAL ARTISTS Juliann Lum, Damon Smith LOCALISATION MANAGER Andy Macoy USER EXPERIENCE EXPERT Hadley Bellam QA MANAGER Stephen Woodward QA LEAD Simon Westenra SENIOR QA ANALYSTS Shannon Feldwick, Dwayne Kirkwood, QA ANALYST Hayden Turnbull MANAGING DIRECTOR Mario Wynands TECHNICAL DIRECTOR Stu Sharpe CREATIVE DIRECTOR Stuart Middleton ART DIRECTOR Peter Freer CREATIVE RESOURCES DIRECTOR Stacy Longstreet INFRASTRUCTURE DIRECTOR Tyrone McAuley CHIEF FINANCIAL OFFICER Neil Gash BUSINESS DEVELOPMENT EXECUTIVE Jos Ruffell COMMUNITY MANAGER Camilla Koutsos MARKETING & COMMUNICATIONS MANAGER Sean Kauppinen LEGAL COUNSEL David S. Rosenbaum HUMAN RESOURCES MANAGER Brett Ross CHIEF STRATEGY OFFICER Bob Wallace IT SUPPORT Elliot Gardner SYSTEMS ADMINISTRATOR Nic Scott. MOTION PERFORMERS Jonah Lomu, ALL BLACKS Aaron Cruden, Hosea Gear, Neemia Tialata, Victor Vito, WELLINGTON LIONS, Hayden Cripps, Jacob Ellison, Rodney So'oialo OLD BOYS UNIVERSITY Steve Akauola, Mitchell Andrews, John Bell, William Davies Thomas Fleming, Simon George, Mathew Gordon, Travis Graham, Jesse Johnson, Ian Kennedy, Andrew McWhirter, Jeremy Newell, Christopher Noakes, George 'Titapu' Pairama-Lewington, Michael Scott Tupou Sopoaga, ADDITIONAL MOTION PERFORMERS Jed Brophy, Greg Ellis, Luke Hawker, Grant Roa Fiso Siloata VOICE TALENT COMMENTARY Grant Nisbett, Justin Marshall, COMMENTARY RECORDING STL Audio www.stlaudio.co.nz REFEREE Dan Kershaw, Garratt Williamson CONSULTANTS RUGBY LEGEND Jonah Lomu RUGBY UNION CONSULTANTS John Furlong, Paddy Gough, Dave Loveridge, Dave Stewart EXTERNAL CONTRACTORS TEAM & COMPETITION LOGOS Mike Schley FONTS Typodermic Fonts www.typodermicfonts.co.nz ADDITIONAL ART Ladyluck Digital Media Harsh Borah, Shane Warild TRANSLATORS Anne Fontaine (French), Sibilla Paparatti (Italian), Mariana Lazzaro Salazar (Spanish) PHOTOGRAPHY STOCK PHOTOGRAPHY Action Photographics, Colin Whelan Alphapix John Cowpland Photosport NZ www.photosport.co.nz William Booth, Dave Lintott Slattery Media Michael Willson, N. Eric Heath, Kristina Soljo STADIA PHOTOGRAPHY Daniel Kajfes, Dwayne Kirkwood, Tane Lye, Neil Naujok, Nathan Rattray, David Robles MAKING OF CONTENT Video Production & Post Production supplied by Spark Productions [illegible] EDITING Isaac Spedding, CAMERA ASSISTANT Aaron Ly TRAILERS & VIDEO SUPPORT Dave Alve, Micheal Cosner, Marc Weakley (Cereal TV) AUDIO SUPPORT Jeramiah Ross TRU BLU www.hes.net MANAGING DIRECTOR Sebastian Giompaolo EXECUTIVE PRODUCER Andrew Lavorgna [illegible] Elizabeth Risteski [illegible] MANUAL Daniel Kajfes PACKAGING DESIGN Wayne Hazel ADDITIONAL CONCEPTING SUPPORT Derek Amarasingham, Jack Chen, James Dickins, Billy Foster, Ben Howse, Shea Lees-Thomas, Colin Leung, Arthur Mak, Lawrence Paulraj, Wilson Poon, Ciro Sotomonte, Renee Tondut AUSTRALIAN RUGBY UNION www.rugby.com.au LICENSING MANAGER Sally Christiansen LICENSING EXECUTIVE Elizabeth James NEW ZEALAND RUGBY UNION www.nzrugby.co.nz LICENSING PROGRAMME MANAGER Nikki Burgess VELOCITY BRAND MANAGEMENT AUSTRALIA www.velocitybrandmanagement.com MANAGING DIRECTOR James Ashworth VELOCITY BRAND MANAGEMENT NEW ZEALAND www.velocitybrandmanagement.com LICENSING MANAGER Anne Louise Williams LICENSING COORDINATOR Sam Day.

COPYRIGHT © 2011 HOME ENTERTAINMENT SUPPLIERS PTY LTD.
PUBLISHED BY TRU BLU GAMES.
TRU BLU IS A REGISTERED TRADEMARK OF HOME ENTERTAINMENT SUPPLIERS PTY LTD.
ALL RIGHTS RESERVED.

THE SILVER FERN DEVICE AND ALL BLACKS® ARE REGISTERED TRADEMARKS OF THE NEW ZEALAND RUGBY UNION. BLUES, CHIEFS, HURRICANES, CRUSADERS AND HIGHLANDERS ARE REGISTERED TRADEMARKS OF THE NEW ZEALAND RUGBY UNION. RIGHTS FOR THE ITM CUP PROVINCIAL UNION LOGOS BELONG TO THE RELEVANT PROVINCIAL UNIONS. ITM CUP LOGO - © NZRU / ITM. THE ITM LOGO IS A REGISTERED TRADEMARK OF ITM.

THE WALLABIES NAME AND LOGO ARE TRADE MARKS OF THE AUSTRALIAN RUGBY UNION LIMITED.
TRI NATIONS, BLEDISLOE CUP AND SUPER RUGBY LOGOS, MARKS, NAMES, EMBLEMS AND KITS ARE TRADEMARKS OF SANZAR PTY LIMITED, THE RELEVANT CLUBS OR ASSOCIATIONS, AS THE CASE MAY BE.

THE PREMIERSHIP RUGBY LOGO IS A REGISTERED TRADEMARK OF PREMIER RUGBY LIMITED. THE PREMIERSHIP RUGBY LOGO AND COMPETING CLUB LOGOS, EMBLEMS, NAMES AND KITS ARE ALL TRADEMARKS OF PREMIER RUGBY LIMITED., THE RELEVANT CLUBS OR ASSOCIATED ORGANISATIONS AND ARE USED UNDER LICENSE FROM PREMIER RUGBY LIMITED.

THE RABODIRECT PRO12 LOGO DEVICE IS A PROTECTED MARK. UNAUTHORISED USE IS PROHIBITED.

USA RUGBY AND THE USA RUGBY SHIELD AND EAGLE LOGO ARE REGISTERED MARKS OF THE UNITED STATES OF AMERICA RUGBY FOOTBALL UNION, INC. AND ARE USED WITH ITS PERMISSION.

THE GEORGIAN RUGBY UNION LOGOS, EMBLEMS, KITS AND DESIGNS ARE ALL TRADEMARKS OF AND USED UNDER LICENSE FROM GEORGIAN RUGBY.

© 2011 JONAH LOMU. ALL RIGHTS RESERVED BY JONAH LOMU 7ONE5. USED UNDER LICENSE BY TRU BLU ENTERTAINMENT PTY LTD.

ADIDAS, THE 3-BARS LOGO AND THE 3-STRIPES MARK ARE REGISTERED TRADEMARKS OF THE ADIDAS GROUP, USED WITH PERMISSION.

LE LOGO LNR EST UNE MARQUE DÉPOSÉE, PROPRIÉTÉ DE LA LIGUE NATIONALE DE RUGBY. LE LOGO TOP 14 ORANGE ET LES NOMS, LOGOS ET MAILLOTS DES CLUBS DE TOP 14 ORANGE SONT DES MARQUES PROTÉGÉES PAR LA LIGUE NATIONALE DE RUGBY ET LES CLUBS.
TOUT DROIT RÉSERVÉ.
TOUT AUTRE MARQUE MENTIONNÉE SONT LA PROPRIÉTÉ DE LEURS PROPRIÉTAIRES RESPECTIFS.

SPECIAL THANKS
NADENE AND JONAH LOMU
HUGO MADEBENE
JINDŘIŠKA LEHRER PECHAR
ALL OUR FANS, FRIENDS AND FAMILY
PHYREENGINE
OUR THANKS TO THE PHYREENGINE™ TEAM.

SIDHE AND STENCIL ARE REGISTERED TRADEMARKS OF PRODIGY DESIGN LIMITED.
ALL OTHER TRADEMARKS AND COPYRIGHTS ARE THE PROPERTY OF THEIR RESPECTIVE OWNERS.
ALL RIGHTS RESERVED.