



EVOLUTION



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AFL Evolution features 2 alternate controller modes. Evolution mode and Legacy Mode.

You can switch between modes in the option menu. This manual references controls using the default evolution mode. In game prompts and help screens will display legacy mode controls, if you change the controls into legacy mode.

GETTING STARTED

AFL Evolution consists of various game modes and options which can be selected from the main menu.

- ♦ Single Match - Play a single game between two teams.
- ♦ Online - Play a Quick Match against a random player, or create a private match and invite a friend.

Quick Match games are ranked and appear on the online leaderboard. Up to 4 v 4 players can play online.
- ♦ Career - Play career mode over 23 years. Play as an existing player, create your own rookie player or be a coach managing your own team.
- ♦ Competition - Play a Toyota AFL Premiership, VFL, NAB U18 Championship, TAC Cup, or International Cup competition.
- ♦ Free Roam - Hone your skills and play with up to 4 other players in a free run around mode.
- ♦ Fanhub - Create, edit, upload and download players and teams. View and download community created players and teams.
- ♦ Options - Adjust gameplay, audio, visual, camera, controller options. View instructions and credits.

CONTROLLING THE GAME

WITH BALL (EVOLUTION CONTROLS)



KICKING (HOLD TO CHARGE)

- ▶ DROP PUNT (A)
- ▶ STAB LT + (SHORT HOLD) (A)
- ▶ TORPEDO LT + (LONG HOLD) (A)
- ▶ SNAP (L) + (A)

GOAL KICKING (HOLD TO CHARGE)

- ▶ BANANA (FROM BOUNDARY) LT + (B)
- ▶ GRUBBER LT + (TAP) (B)
- ▶ CLEARANCE KICK (FROM OUTSIDE 50m) (TAP) (B)

HANDBALL

- ▶ DIRECTIONAL (L) + (X)
- ▶ LOB LT + (HOLD) (X) + (L)

RECEIVER LOCK

- ▶ LOCK (HOLD) (LB)
- ▶ SWITCH LOCK (HOLD) (LB) + (R)

EVASION

- ▶ FEND (OPPONENT TO THE SIDE) (HOLD) ↑ (R)
- ▶ SIDESTEP (OPPONENT AHEAD) ← (R) →

CONTROLLING THE GAME

WITHOUT BALL (EVOLUTION CONTROLS)



MARKING

- ▶ RELEASE **Y** WHEN CIRCLE FLASHES WHITE FOR MARKING BONUS

PLAYER SELECT

- ▶ RADIAL PLAYER SELECT (HOLD) **LB** + **R**

FROM A KICK

- ▶ SPOIL DIRECTION (HOLD) **LT** + **R**
- ▶ SPOIL FORWARD **LT** + **Y**

BUMP

- ▶ BUMP DIRECTION **R**

CALL FOR BALL

- ▶ CALL FOR BALL (TEAM MATE POSSESSION ONLY) **X**

FOLLOW

- ▶ FOLLOW BALL (HOLD) **Y**
- ▶ TAG OPPONENT **LT** + (HOLD) **Y**

LOOSE BALL

- ▶ TAP LOOSE BALL (HOLD) **X**

CONTROLLING THE GAME

RUCK (EVOLUTION CONTROLS)**RUCK**

- ▶ RUCK TAP DIRECTION (R)
- ▶ RUCK PUNCH DIRECTION (LT + R)
- ▶ CALL FOR BALL (TEAM MATE POSSESSION ONLY) (X)

CONTROLLING THE GAME

MARKING (EVOLUTION CONTROLS)



MARKS

- ▶ MARK Y
- ▶ SPECKY (BEHIND PLAYER) RT + Y

BUMP

- ▶ BUMP DIRECTION R

SPOIL

- ▶ SPOIL FORWARD LT + Y
- ▶ SPOIL IN DIRECTION LT + R

CONTROLLING THE GAME

BE A PRO (EVOLUTION CONTROLS)



CAMERA

- ▶ BALL LOCK ON



CALL FOR BALL

- ▶ CALL FOR BALL (TEAM MATE POSSESSION ONLY)



FOLLOW

- ▶ FOLLOW BALL

(HOLD) Y

- ▶ TAG OPPONENT

LT + (HOLD) Y

CONTROLLING THE GAME

SET SHOTS (EVOLUTION CONTROLS)



SET SHOT

- ▶ ENTER SET SHOT MODE B
- ▶ AIM (ALLOW FOR WIND) L
- ▶ TORPEDO MODIFIER (HOLD) LT
- ▶ POWER SET SHOT ↓ R
- ▶ KICK SET SHOT ↑ R

CAREER PRO

- ▶ CALL FOR BALL (TEAM MATE POSSESSION ONLY) X

BANANA SET SHOT

- ▶ FROM BOUNDARY TURN INFIELD L
- ▶ POWER SET SHOT ↓ R
- ▶ KICK BANANA ↖ R ↗

PLAY ON

- ▶ PLAY ON RB OR RT

CONTROLLING THE GAME

INGAME SYMBOLS AND INDICATORS

SCORE BOX

- Displays the critical information of the progress of the game:
Time remaining and the current score.

STANDARD

25:45	2ND
HAWT	58
ESS	60
TISSOT	

EXTENDED

25:45	S	G	B	2ND
HAWT	20	5	8	58
ESS	10	8	2	60
TISSOT				

AFTER GOAL DISPLAY

2ND QUARTER	S	G	B	2ND
HAWTHORN	20	5	8	58
WILLIAMSTOWN	10	8	2	60
TISSOT				
ESSENDON BY 2 POINTS				

- **TIME WARNING:** Appears when there is either 5, 4, 3, 2, or 1 minutes of gameplay remaining.

2

MINUTE
WARNING

PLAYER PANEL INFORMATION

- Displays the information of your currently selected player with a few key stats.



CONTROLLING THE GAME

INGAME SYMBOLS AND INDICATORS

KICK METER (WITH BALL)

- ▶ The white Kick Limit cursors represent the 'safe' Kick Zone area. Kicks outside the Kick Zone will result in a miskick.



- ▶ The Kick Meter charges as you hold down your kick, the bigger the charge the bigger the kick.

EDGE OF THE SCREEN RECEIVER NOTIFICATIONS

- ▶ When targeting a receiver, their relative field position and distance will be displayed on the edge of screen. Player names can be turned off.

EDGE OF SCREEN RECEIVER INDICATOR

- ▶ A fellow teammate with a broken white ring surrounding him indicates that he is an available target for a kick or handball pass.



EDGE OF SCREEN RECEIVER LOCK INDICATOR

- ▶ When you have locked on to a receiver, the broken white ring will change to a solid white ring.



CONTROLLING THE GAME

INGAME SYMBOLS AND INDICATORS

PLAYER INDICATOR

- ▶ A triangle above a player's head will indicate the player you currently control on the field.



BALL CARRIER INDICATOR

- ▶ A triangle with a white fill above your player's head indicates whether you have the ball.



MARK/RUCK TIMING

- ▶ A 'Timing Indicator' will appear above the player's head when triggering a mark/ruck attempt. It will inform the player as to whether the mark/ruck attempt was triggered too early, late or on time.



EARLY



GOOD



LATE

ON FIELD WIND INDICATOR

- ▶ The wind indicator displays the direction of the wind during your set shot.



CONTROLLING THE GAME

INGAME SYMBOLS AND INDICATORS

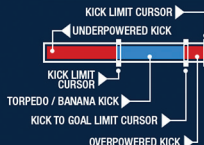
ON FIELD KICK METER

- ▶ The Kick Meter (appearing on your player info panel) also appears at your players feet during set shots. The Kick Meter charges as you hold down the your kick, the bigger the charge the bigger the kick.
- ▶ The White Kick Limit cursors represent the 'Safe' Kick Zone area when kicking a Standard Kick. Kicks outside the Kick Zone will result in a miskick, either underpowered or overpowered.
- ▶ Normal Kicks will bring up a single white Kick Limit seen at the end of the bar.
- ▶ Holding down the modifier as you charge a kick will bring up either a Kick to Goal/Clearance or Kick to Player/Space. Kick to Goal will have two white Bars while the Kick to Player has three white bars, for Stab Kick power and Normal Kick power.
- ▶ You can turn the **On Field Kick Meter** On/Off via the Options > Visuals Menu

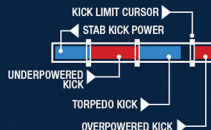
STANDARD / SET SHOT KICK



KICK TO GOAL / SET SHOT MODIFIED KICK



MODIFIED KICK TO PLAYER



ON FIELD BALL DISTANCE MARKER

- ▶ This appears during contests and indicates how far away the ball is. When the solid outer ring shrinks to the size of the faded inner ring, it flashes to indicate the optimal time to contest.



CONNECTION STABILITY

- ▶ These indicators will appear when network latency occurs.



INGAME SYMBOLS AND INDICATORS

ON FIELD RECEIVER INDICATOR

- ▶ A fellow teammate with a broken circle surrounding him indicates that he is an available target for a kick or handball pass.



RECEIVER LOCK INDICATOR

- ▶ When you have locked on to a receiver, the broken circle will become a complete circle.



ON FIELD GOAL DIRECTION ARROW

- ▶ The arrow in front of your controlled player on the field indicates the direction of your goals. The arrow is colourised to match your player indicator colour.

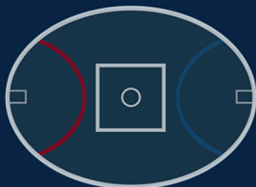


CONTROLLING THE GAME

INGAME SYMBOLS AND INDICATORS

IN GAME MINI MAP

- Displays the position of all the players on the field. The home team are circles, the away team are crosses.



MINIMAP ICONS

- HOME TEAM
- AWAY TEAM
- ✚ BALL ICON
- TARGET PLAYER
- TARGET PLAYER (LOCKED)

NOTIFICATION PANELS

- These pop up during the game explaining an umpires decision when a penalty, stoppage or otherwise is called.

INTERCHANGE

INTERCHANGE			
	45	PLAYER NAME	BNCH
	12	PLAYER NAME	FF

UMPIRE CALL

HOLDING THE BALL			
	45	PLAYER NAME	FF

FATIGUE

FATIGUE			
	45	PLAYER NAME	FF

INJURY

INJURY			
	45	PLAYER NAME	FF

TRIBUNAL

REPORTED FOR...			
	45	PLAYER NAME	FF

INFORMATION NOTIFICATION PANELS

- The Objectives panel pops up when the player has completed one of the various match objectives.
- The Last 10 Scores panel indicates which of the two teams has scored the last 10 Goals or Behinds.

MATCH OBJECTIVE



LAST 10 SCORES



CONTROLLING THE GAME

INGAME SYMBOLS AND INDICATORS

SET SHOT NOTIFICATION PANELS

- ▶ These pop up when you are in the Set Shot mode.
- ▶ They explain the controls you need to use to perform a Set Shot.

SET SHOT GUIDE

	AIM
	FOLLOW FOR WIND
	CHARGE
	TAP BACK TO POWER UP
	LAUNCH
	FLICK FORWARD TO KICK
	BANANA
	TAP IN THE DIRECTION TO CURVE YOUR KICK

EXTRA NOTIFICATIONS

PLAYER STAT SUMMARY

	PLAYER
22	NAME
	FULL FORWARD
DISPOSAL	19
CONT POSSESSIONS	3
TACKLES	4
CLEARANCE	54
GOALS	11

STADIUM NOTIFICATION

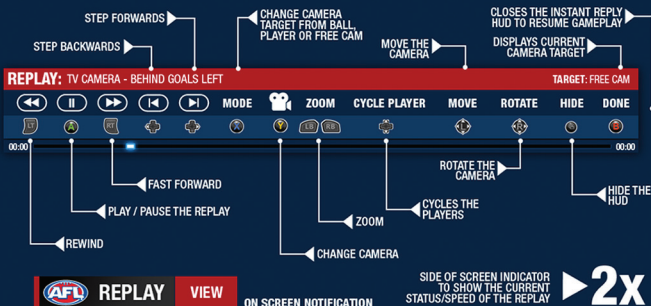


COMMENTATORS NOTIFICATION

COMMENTATORS
DENNIS COMETTI
MATTHEW RICHARDSON

INSTANT REPLAYS

- ▶ The Instant Replay hud can be accessed via options in the Pause menu. Instant replays can be viewed at any point during gameplay.



PLAYING THE GAME

OFFENSIVE CONTROLS

- ♦ Movement – Control the direction of your player with the left stick. Hold down **LT** while moving to make your player sprint. As your player sprints he loses stamina, make sure you manage how much stamina you use.
- ♦ Drop Punt Kick – Tap or hold **A** to drop punt the ball. You can drop punt the ball in any direction. The longer you hold **A** the further the ball will travel. Be careful not to hold down **A** too long as you will miskick the ball.
- ♦ Banana Kick – While in the forward 50, holding **LT** and using the goal kick button will trigger a banana kick if the player is near the boundary.
- ♦ Handball – Hold **X** to start aiming a handball. Use the left stick to direct your handballs. A white circle will appear around a team mate if they are close enough to pass to. Release **X** to pass the ball. You can attempt a handball when you are tackled to prevent stoppages or giving away free kicks.
- ♦ Torpedo Kick – Holding **LT** while kicking forward will perform a torpedo kick. Torpedo kicks are harder to perform so make sure you get your timing right. Torpedos will travel further than drop punts but are less accurate.
- ♦ Stab Kick – Holding **LT** while tapping **A** will perform a stab kick. Stab kicks are short and quick, good for passing to close teammates.
- ♦ Soccer Kick – While the ball is loose you can hold **A** to soccer the ball straight in front of you. You can also hold **B** to soccer the ball towards your goals. Soccering is unreliable but may help you make a goal out of nothing.
- ♦ Snap Kick – Tapping or holding **A** while holding the left stick at a 90 degree angle will perform a snap kick in the desired direction. The longer you hold the **A** the further the ball will travel. Be careful not to hold down **A** too long as you will miskick the ball.

PLAYING THE GAME

- ♦ Set Shots – When you take a mark or are awarded a free kick near the goals, you can elect to take a set shot by pressing **B**. While in the set shot mode, your kicks are affected by wind speed and direction. Adjust your aim by panning the camera with the left stick, then hold the right stick back to charge your kick and flick it forward to release. Flicking the right stick to the left or right will add additional curve to the ball.
- ♦ Goal and Clearance Kicks – The **B** button kick can perform goal shots at goal and clearance kicks depending on where you are on the field. Press **B** when near the goals to automatically shoot at the goals. Pressing **B** when in the field will clear the ball forward. The longer you hold **B** the further the ball will travel. Be careful not to hold down the **B** too long as you will miskick the ball.
- ♦ Fend and Evade – Tap the right stick left or right just before getting tackled to side step your opponent. Pushing up on the right stick will perform a fend action against your opposition. To increase your chances of success, attempt these actions the moment before you get tackled. Make sure you have enough stamina or you will get tackled.
- ♦ Receiver Indicators – Potential receivers are surrounded by a broken white ring. When you have locked a receiver they will change to a solid white ring. On the edge of the screen it will display the distance to them.
- ♦ Receiver Lock – Use receiver lock to automatically aim your kick to a selected player. Press and hold **LB** to lock on to a receiver down the field. You can also manually target different receivers by using the right stick while holding **LB**.

DEFENSIVE CONTROLS

- ♦ Player Select – Tap **LB** to select a player close to the action. Hold **LB** and the right stick to select a player in that direction. You can also swap players during mark contests.
- ♦ Follow Ball – Hold **Y** to automatically run towards the ball or ball carrier. This helps to keep your player on target, making tackles and hip and shoulders easier to perform. Use this to help collect the ball when it spills loose.

PLAYING THE GAME

- ♦ **Hip and Shoulder** – Push the right stick towards an opponent to hip and shoulder. You can hip and shoulder players with or without the ball. Be careful not to give away a free kick by hip and shouldering players who are not near the ball. If you don't have enough stamina you won't have the strength to attempt this action. This will fatigue your player so use it sparingly.
- ♦ **Smothering** – To perform a smother, position your player just in front or to the side of an opponent as he is about to kick or handball. When in position, smothering happens automatically. You do not need to press a button. Smothering the ball is a great way to prevent clearances or goals but is difficult to pull off.

MARK AND RUCK CONTESTS

- ♦ **Mark Contests** – Press **Y** to mark the ball during a marking contest. Release **Y** when the mark indicator has stopped shrinking to have a better chance at marking the ball. Successfully marking the ball depends on your position and your timing. Players closest to the front of the marking circle when it stops shrinking will be in the best position to mark.
- ♦ **Jostling** – Use the right stick to bump your opponent out of the marking contest. The earlier you decide to bump, the higher the chance of success.
- ♦ **Playing On** – Press **X** to quickly play on from a mark. This can be very handy if you want to keep ahead of defenders. You will also automatically play on if you walk too far off your mark line. Be wary as you can be tackled as soon as you play on.
- ♦ **Punching the Ball** – While in a contest you can punch the ball by holding down **LB** and pushing the right stick in the desired direction. Punching the ball is less accurate than tapping but will travel much further. Punching the ball doesn't give you any more chance of winning the contest.
- ♦ **Rucks** – Ruck contests are similar to marking contests but you cannot mark the ball. While the ball is in the air, use the right stick to tap the ball to your teammates. Hold **LB** when using the right stick to perform a powerful but less accurate punch. Winning ruck contests depends on your position and timing as well as the strength and height of your ruckman.

PLAYING THE GAME

- ♦ Spoiling – Hold **RT** and tap **Y** to spoil the ball. Hold **RT** and use the right stick to spoil the ball in a desired direction. Spoiling the ball is easier to do than marking the ball. Successful spoils are also dependent on positioning and timing.

TACTICS AND GAMEPLAY

- ♦ Tactics Overview – you can change and set your teams tactics before and during a match. To change a team's tactics during a game, pause the game and go to the tactics screen. Set your tactics to suit your play style or counter your opponents.
- ♦ Ball Movement Tactics – Direction will influence where your team tries to move the ball up the field, preferring either down the corridor or out wide to the wings. Speed influences the choice in passing options, either quickly handballing, or waiting for open targets.
- ♦ Point Kick Out Tactics – These tactics will determine how your players will set up the field to receive a ball from a kick out.
- ♦ Position Tactics – While in possession, your tactics will influence your player formations and how far up the field your team will push. Your tactics will also dictate how closely your players will man up while in defence. Play around with different combinations to achieve overall strategies.
- ♦ Fatigue and Stamina – Actions like sprinting, evading, fending and aggressive bumping will drain the player's stamina. High impact actions will also drain their fatigue. Being fatigued will lower your maximum stamina, so make sure you manage how often you do these actions. Having a higher endurance attribute will allow the player to perform more actions before depleting their stamina.

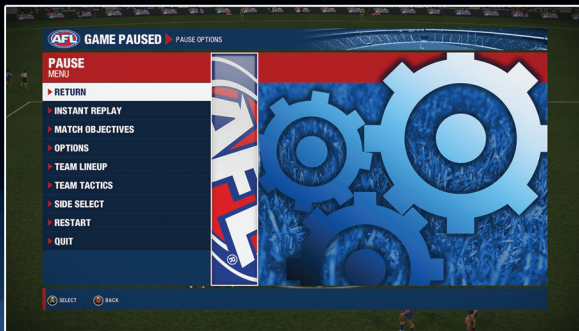
PAUSE MENU

During gameplay press MENU to pause the game and display the pause menu.

- ♦ Return – Exit the pause menu and return to the game.
- ♦ Instant Replay – View an instant replay of the last few minutes played.

PAUSE MENU

- ♦ Simulate Match – Select to simulate the rest of the match and obtain a result without playing.(not available for single match mode)
- ♦ Match Objectives – Select to view the match objectives for your current match. In a single match earn experience points for your user profile, in career mode earn experience points for your managed player.
- ♦ Options – Select to adjust options for gameplay, audio, visual, camera, replays and controller. View instructions.
- ♦ Team Lineup – Select to switch player positions and use your substitute players.
- ♦ Team Tactics – Select to make offensive and defensive changes to your team tactics.
- ♦ Side Select – Select to change which team you are playing on. In career mode you will be restricted to stay on your selected team. Controller options can also be adjusted from the side selection pause menu option.
- ♦ Restart – Select to restart the current game.
- ♦ Quit – Select to quit the current game. Quitting forfeits the game to the opposition.



SINGLE MATCH

Play a single match competitively or co-operatively with up to 4 players locally.

- ♦ **Controller Select** – Select a side to play on (home or away). Leaving the controller in the centre position will create an AI match. Players can also set their preferred controller options and adjust settings for controller scheme, player switching and vibration settings.
- ♦ **Team Select** – Players can select from AFL teams, VFL teams, NAB U18 teams, TAC Cup, International Cup or Bonus teams. Use **LB** or **RB** to select League, Team or Guernsey, and then use the directional pad to cycle through the different options available. Once the home team is selected, press **A** to set the away team settings.
- ♦ **Match Menu** – Review and adjust the settings before starting the match.
- ♦ **Play Match** – Select to begin the match.
- ♦ **Team Select** – Select to change the teams chosen to play the match.
- ♦ **Team Lineup** – Select to view and change the player positions or players that are participating in the match.
- ♦ **Team Tactics** – Select to adjust offensive and defensive tactics for both teams in the match.
- ♦ **Match Objectives** – Select to view the match objectives for your current match. In a single match earn experience points for your user profile, in career mode earn experience points for your managed player.
- ♦ **Match Options** – Select to adjust options for Stadium, Quarter Length, Ball Type, Time, Wind, Weather, Injuries and Rules.
- ♦ **Game Options** – Select to adjust options for gameplay, audio, visual, camera, replays, controller settings and view instructions.
- ♦ **Side Select** – Select to change which team you are playing on. Controller options can also be adjusted from the side selection pause menu option.
- ♦ **Main Menu** – Select to abandon the match and return to the main menu.

ONLINE

Challenge friends and other players via an online game. Select from either Quick Match or Create a Private Match.

QUICK MATCH

Select Quick Match to search for a random online player. Once a player is found you will be notified that an opponent is ready to play.

- ♦ Join the game by moving your controller icon to the play column. Multiple players can join by moving their controller icon to the play column. Adjust controller options by pressing the MENU button.
- ♦ Press **A** to proceed to the team select screen and select your League, Team and Guernsey settings.
- ♦ Press **A** to proceed to the online match menu and adjust the settings. (refer to quick match instructions for detailed information on match menu options)
- ♦ Press the MENU button when you are ready to play or select "Play Match" to change your status to "Ready to Play". Once the other player is ready the match will begin.
- ♦ Once you have completed the match the final results screen will be displayed. Press **X** to view player statistics. Press **Y** to view man of the match details. Press **A** to view additional game stats and return to the online main menu.

ONLINE

PRIVATE MATCH

Select Private Match to invite a friend to play online against.

- ♦ Press **Y** to invite a friend. Select from either friends, Players met, or from favourite groups.
- ♦ Once your friend accepts the invitation and joins the lobby, the match will then proceed in the same manner as a quick match.
- ♦ You will also have the option of changing options which include stadium, quarters, ball type, time, wind, weather, injuries or rules.

VIEW LEADERBOARDS

Select to view online leaderboards. Press **LB** or **RB** to change boards and view the various stats.

CHECK INVITATIONS

Press **Y** to view any online messages and private match requests. Select an invite and join a private match.

CAREER

Select to play in a career over 23 years. Play as an existing listed player, create your own rookie player or be a coach managing your own team.

LISTED PLAYER

Select to setup a career and use an existing player.

You are limited to running 5 different careers, select a previously created career to continue or create a new career. Press **A** to continue.

CREATE NEW

- ♦ Select a League and team and then press **A** to enter the team list.
- ♦ Browse the team list and select the player you wish to be for your career. Press **X** to view player stats, and **Y** to sort player list. Press **A** to select a player.
- ♦ Setup your career by setting options for quarter length, management difficulty level and gameplay difficulty level. Press **A** to proceed.
- ♦ The Pro Player setup summary will then be displayed. Use available points to increase player attributes. Each attribute lists the amount of points required to increase that attribute. Press **A** to accept and proceed to the Pro Career menu
 - ♦ From the Pro Career menu select either
 - ♦ Next Match – Proceed to next match
 - ♦ Match Objectives – View match and season objectives.
 - ♦ Inbox – View incoming messages
 - ♦ Player Attributes – View and adjust player attributes depending on points available.
 - ♦ Team Status – View team lineup, or manage your player's injuries, visit tribunal.
 - ♦ Schedule & Statistics – View fixtures, player browser, stats and career history.
 - ♦ Settings – Change pro settings, and gameplay settings.
 - ♦ Save – Save career progress.
 - ♦ Next Match – You will have the option of playing the game or simulating the game. Team tactics can also be set prior to the game.

CAREER

- ♦ Once the game is complete (played or simulated), final results will be displayed. Press **X** to view player stats, **Y** to view man of the match, or press **A** to proceed to the next match.
- ♦ Repeat until the end of your career.
- ♦ To exit your career select Save from the pro career menu and then press **B** to return to the main menu.

ROOKIE PLAYER

Select to setup a career for a new player.

You are limited to running 5 different careers, select a previously created career to continue or create a new career. Press **A** to continue.

CREATE NEW

- ♦ Select a league and a team to place your player in. Press **A** to continue.
- ♦ Setup your career by setting options for quarter length, management difficulty level and gameplay difficulty level. Press **A** to proceed to the player creator.
- ♦ Setup your Identity and assign a Name, Surname, Gender, Commentary, Nickname, Preferred Team, Preferred Position, Preferred Number, Preferred Foot, and Birth Date. Press "Options" to accept the identity and proceed to appearance setup.
- ♦ Setup your player appearance by setting options for body size and shape, skin, head size and shape, hair cut and colour, accessories and tattoos. Press the "Options" buttons to accept player appearance and proceed to the pro player setup summary.
- ♦ As per listed player instructions assign points to increase various player attributes. Press **A** to proceed to the Pro Career Menu.

CAREER

COACH

Select to setup a career as a coach. You are limited to running 5 different careers, select a previously created career to continue or create a new career. Press **A** to continue.

CREATE NEW

- ♦ Select a league and a team to begin your career in. Press **A** to continue.
- ♦ Setup your career by setting options for quarter length, management difficulty level, gameplay difficulty level, team lineup method, name and surname. Press **A** to proceed to the coach career menu.
 - ♦ From the Pro Career menu select either
 - ♦ Next Match – Proceed to next match, or Skip Bye if you have a Bye.
 - ♦ Match Objectives – View match and season objectives.
 - ♦ Manage Team – Adjust team lineup, Set training schedule, manage injured players, visit tribunal.
 - ♦ Office – View inbox messages, Increase or decrease staff levels, manage finances and set membership and merchandise price levels.
 - ♦ Schedule and Statistics – View fixtures, player browser, player stats, career history statistics.
 - ♦ Settings – Adjust manager and gameplay settings.
 - ♦ Save – Save career progress.
- ♦ As per listed player and rookie player career modes you will have the option of playing a game or simulating a game.
- ♦ Once the game is complete, final results will be displayed followed by post match finances. Make adjustments to membership and merchandise pricing levels. Press **A** to proceed to the next round.
- ♦ Repeat until the end of your career.
- ♦ To exit your career select Save from the coach career menu and then press **B** to return to the main menu.

COMPETITION

Competition mode allows you to play through a full season in any league. Select to play Toyota AFL premiership, VFL, NAB U18's Championship, TAC Cup, or International Cup.

Select a league and teams to control for the competition. Press **A** to select or deselect teams. For each team you select, you will play or simulate the game in every round that the team appears in.

The more teams you select, the more games you will play or simulate. Any rounds that feature teams which you have not selected to control will be automatically simulated.

- ♦ Once teams to control have been selected, Press the MENU button to proceed and adjust match options.
- ♦ Adjust options for quarter length, game difficulty, game type, draft and fixture.
- ♦ Press **A** to start the competition and proceed to the competition hub.

MANAGE THE COMPETITION VIA THE VARIOUS MENU OPTIONS.

- ♦ Play Game – Select to play the next game in the competition.
 - ♦ Select a side to control, then select a Guernsey for both home and away teams. Press **A** to proceed to the game.
- ♦ Simulate Game – Select to simulate the next game.
- ♦ Match Objectives – Select to view match objectives for both teams in the game.
- ♦ Team Line-up – Select to make adjustments to the team line-up
- ♦ Team Tactics – Select to adjust match tactics for your team. Choosing tactics that compliment your teams strengths and play style is the key to success.
- ♦ Fixtures – Select to view all the upcoming and past matches in your current competition.

COMPETITION

- ♦ Ladder – Select to view the season ladder.
- ♦ Stats – Select to view individual statistics for Disposal, Marks, Stoppage, Frees, General, and Scoring.
- ♦ Competition Options – Select to adjust options for quarter length, game difficulty, injuries, suspensions, and team line-up.
- ♦ Game Options – Select to adjust options for gameplay, audio, visual, camera, controller, or to view instructions.
- ♦ Save – Select to save your competition progress

At the end of your competition once all games have been played the final results table will be displayed.

Press **B** to exit your competition and return to the main menu.

FREE ROAM

Hone your skills and play with up to 4 other players in a free run around mode. Select a side to play on – home or away. Press **A** to proceed.

During free roam mode, press the MENU button to display the pause menu. Either return to free mode, adjust options, restart, or quit back to main menu.

FANHUB

Select to create and edit players, teams, and view community created teams and players.

PLAYER MANAGER

Select to either create a player or edit an existing player.

CREATE PLAYER

Set player identity, attributes and appearance. You will also have the option to share your player with the AFL online community. Upload options include "Upload" or "Upload and Share"

- ♦ Upload – Stores your created player online. Other players will not have access to view your created player. This option acts as a backup and gives you the ability to download your custom player back to your console.
- ♦ Upload and Share – Stores your created player online and allows other players to view and use your custom player in their team. Other online players can also take your custom player, edit his attributes and save him as another custom player. Only the creator of the custom player can change the player's attributes.

EDIT PLAYER

Select a league and team to edit a player from. Once you select a player you will be given the option to replace the player. If you don't want to replace the player then you will only be able to edit their stats and not their appearance. If you choose to replace the player you will be able to edit all attributes.

Edited players can also be uploaded or uploaded and shared as a created player can.

LINK PLAYER

Press the MENU button to link your new/edited player with another player. This allows you to replace an in game existing player with your player. You can only link a new non licensed player to an existing player.

RESET PLAYER

Select to reset all players back to their original positions, attributes and appearance. Custom teams and players will be removed.

FANHUB

TEAM MANAGER

Select to create or edit a team.

CREATE TEAM

Select team league, name, nickname, abbreviation, logo, home stadium and Guernsey. Once attributes are set, press **B** to return and save your custom team. Proceed to "Edit Team" to add players to your team.

EDIT TEAM

Edit your team from the list manager menu.

- ♦ Select either your created team or an existing team
- ♦ Select and swap players in the team or select "Recruit Player" to add players to your team.
- ♦ Press **V** to edit team details, Press **RB** to set the currently selected player as the captain.
- ♦ Once you have added/moved players in your team press the MENU button to
 - ♦ Delete – Delete your custom team.
 - ♦ Link – Select to link your new/edited team with another team. This allows you to replace an in game existing team with your team.
- ♦ Upload – Stores your created team online. Other players will not have access to view your created team. This option acts as a backup and gives you the ability to download your custom team back to your console.
- ♦ Upload and Share – Stores your created team online and allows other players to view and use your custom team in their competition. Other online players can also take your custom team, edit the attributes and save it as another custom team.

FANHUB

RESET TEAM

Select to reset clubs. All players will be reset back to their original positions, attributes and appearance. Custom teams will not be removed. Custom players will be sent to the custom pool.

COMMUNITY

Select to view most popular players, teams, your players and your teams.

MOST POPULAR PLAYERS

Select to view a list of the most popular players created by other people. Press **A** to view player details. Press **X** to save a player locally to your de-listed players list. You can then then add that player to your custom team.

MOST POPULAR TEAMS

Select to view a list of the most popular teams created by other people. Press **A** to view team details. Press **X** to save a team locally. You can then use the team in your competitions and matches.

MY PLAYERS

Select to view your uploaded players. Press the MENU button to delete, search, share or unshare a player.

Press **X** to save the player locally.

MY TEAMS

Select to view your uploaded teams. Press the MENU button to delete, search, share or unshare a team.

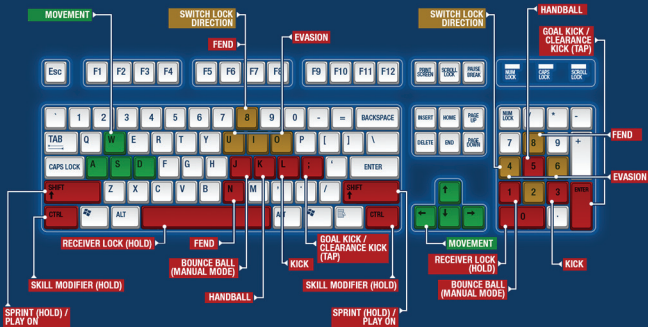
Press **X** to save the team locally.

OPTIONS

Select to adjust options for gameplay, audio, visual, camera, replays, controller, and to view instructions and credits.

- ♦ **Gameplay** – Adjust difficulty level, interchange mode, ball bounce, and kick aim assist options.
- ♦ **Audio** – Adjust settings for SFX volume, music volume, anthem volume, umpire volume, crowd volume, and commentary.
- ♦ **Visual** – Adjust settings for cut scenes, wind indicator, on field kick meter, play indicators, minimap, display objectives, timer display, timer direction, mark contest timing hint and multiple nameplates.
- ♦ **Camera** – Adjust options for position, distance, bloom, depth blur, and marking.
- ♦ **Replays** – Adjust options for replays or specific replays for tackles, speckie, goal and behind.
- ♦ **Controller** – Adjust options for controller scheme, player select, controller vibration, contest vibration hint.
- ♦ **Instructions** – Select to view controls, tips and match display help.
- ♦ **Credit** – Select to view credits.

WITH BALL (KEYBOARD CONTROLS)



KICKING (HOLD TO CHARGE)

- ▶ DROP PUNT **L / NP 3**
- ▶ STAB **CTRL + (SHORT HOLD) L / NP 3**
- ▶ TORPEDO **CTRL + (LONG HOLD) L / NP 3**
- ▶ SNAP **WASD / ↑→←⇐ + L / NP 3**

HANDBALL

- ▶ DIRECTIONAL **WASD / ↑→←⇐ + K / NP 5**
- ▶ LOB **CTRL + WASD / ↑→←⇐ + K / NP 5**

GOAL KICKING (HOLD TO CHARGE)

- ▶ BANANA (FROM BOUNDARY) **CTRL + ; / ENTER**
- ▶ GRUBBER **CTRL + (TAP) ; / ENTER**
- ▶ CLEARANCE KICK (FROM OUTSIDE 50m) (TAP) **; / ENTER**

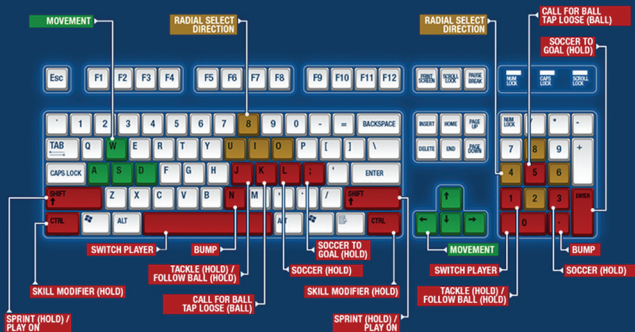
RECEIVER LOCK

- ▶ LOCK (HOLD) **SPACEBAR / NP 0**
- ▶ SWITCH LOCK (HOLD) **SPACEBAR / NP 0 + 8UI0 / NP 4862**

EVASION

- ▶ FEND (OPPONENT TO THE SIDE) (HOLD) **8 / N / NP 8**
- ▶ SIDESTEP (OPPONENT AHEAD) **0 / U OR NP 4 / NP 6**

WITHOUT BALL (KEYBOARD CONTROLS)



PLAYER SELECT

- ▶ SWITCH PLAYER **SPACEBAR** / **NP 0**
- ▶ RADIAL PLAYER SELECT (HOLD) **SPACEBAR** + **SHIFT** / (HOLD) **NP 0** + **NP 4852**

BUMP

- ▶ BUMP **N** / **NP .**

CALL FOR BALL

- ▶ CALL FOR BALL (TEAM MATE POSSESSION ONLY) **K** / **NP 5**

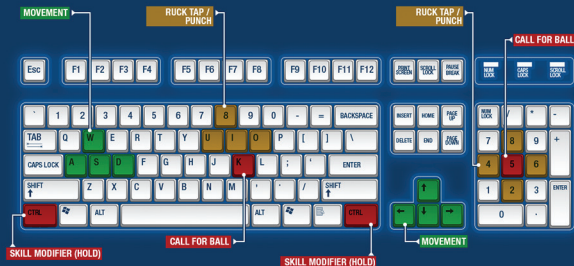
FOLLOW

- ▶ FOLLOW BALL (HOLD) **J** / **NP 1**
- ▶ TAG OPPONENT (HOLD) **CTRL** + **J** / **NP 1**

LOOSE BALL

- ▶ TAP LOOSE BALL (HOLD) **K** / **NP 5**

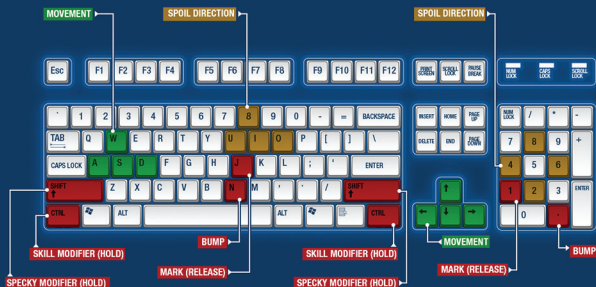
RUCK (KEYBOARD CONTROLS)



RUCK

- ▶ TAP **8UIO** / **NP4862** IN A DIRECTION WHEN CIRCLE FLASHES BLUE
- ▶ RUCK TAP DIRECTION **8UIO** / **NP4862**
- ▶ RUCK PUNCH DIRECTION **CTRL** + **8UIO** / **NP4862**
- ▶ CALL FOR BALL (TEAM MATE POSSESSION ONLY) **K** / **NP 5**

MARKING (KEYBOARD CONTROLS)



MARK

- ▶ RELEASE **J** / **NP 1** WHEN CIRCLE FLASHES BLUE
- ▶ SPECKY (BEHIND PLAYER) **SHIFT** + (RELEASE) **J** / **NP 1**

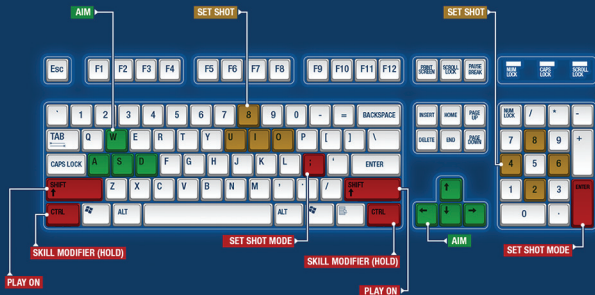
SPOIL

- ▶ SPOIL FORWARD **CTRL** + (RELEASE) **J** / **NP 1**
- ▶ SPOIL IN DIRECTION **BUIO** / **NP4862**

BUMP

- ▶ BUMP DIRECTION **N** / **NP.**

SET SHOTS (KEYBOARD CONTROLS)



SET SHOT

- ▶ ENTER SET SHOT MODE **ENTER** / **ENTER**
- ▶ AIM (ALLOW FOR WIND) **WASD** / **↑→↓←**
- ▶ TORPEDO MODIFIER (HOLD) **CTRL**
- ▶ POWER SET SHOT **1** / **NP 2**
- ▶ KICK SET SHOT **8** / **NP 8**

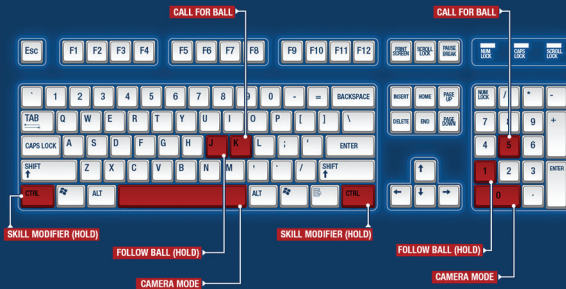
BANANA SET SHOT

- ▶ FROM BOUNDARY TURN INFIELD **WASD** / **↑→↓←**
- ▶ POWER SET SHOT **1** / **NP 2**
- ▶ KICK BANANA **U** / **NP 4** OR **O** / **NP 6** + **8** / **NP 8**

PLAY ON

- ▶ PLAY ON **SHIFT**

BE A PRO (KEYBOARD CONTROLS)



CAMERA

- ▶ BALL LOCK ON

SPACEBAR / NP 0

CALL FOR BALL

- ▶ CALL FOR BALL (TEAM MATE POSSESSION ONLY)

K / NP 5

FOLLOW

- ▶ FOLLOW BALL

(HOLD) J / NP 1

- ▶ TAG OPPONENT

CTRL + (HOLD) J / NP 1

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Impact
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Cape Town
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Second Day Uptown
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