



INSTRUCTION MANUAL

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Discontinue playing if you experience dizziness, nausea, fatigue or have a headache. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

MEMORY STICK DUO™

To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of the PSP™ system. Saved game data can be loaded from the same Memory Stick Duo™ or any Memory Stick Duo™ containing previously saved game data.

NOTE: Please ensure you have sufficient free space on your Memory Stick Duo™ before commencing play.

WIRELESS (WLAN) FEATURES

Software titles that support Wireless (WLAN) functionality allow the user to communicate with other PSP™ systems, download data and compete against other users via connection to a Wireless Local Area Network (WLAN).



AD HOC MODE

Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP™ systems to communicate directly with each other.



GAME SHARING

Some software titles feature Game Sharing facilities which enable the user to share specific game features with other users who do not have a PSP™ Game in their PSP™ system.



INFRASTRUCTURE MODE

Infrastructure Mode is a Wireless (WLAN) feature that allows the PSP™ system to link to a network via a Wireless (WLAN) Access Point (a device used to connect to a Wireless network). In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device (e.g. a Wireless ADSL Router), a Wireless (WLAN) Access Point and a PC. For further information and setting up details, please refer to the PSP™ system Instruction Manual.

Please Note: AFL Challenge does not support any wireless features.

Running the Game

During initial game loading you will be presented with the option to load game save data. Select yes to load your previous competition and option settings. Select no to start the game with default options and settings.



Menu Navigation

To navigate the AFL Challenge menu use the directional buttons to select the various on screen menu options. Press **ⓧ** to make your selection.

Select from Season Menu, Quick Match, Options, How to Play, Controls, or Credits. Press **Ⓞ** to go back to the previous menu/screen.



Controlling the Game

To start a game select either Season Mode, or Quick Match from the main menu.

- Press $\otimes$ to begin play, once on the game screen.
- During game play press start to pause the game and display the in game menu.

Select from either Resume, Options, Controls or Quit.

Resume – Select to return to the game.

Options – Select to change Sound, Music, Auto Cycle and Camera modes. (See page 6 for more details)

Controls – Select to view game controls.

Quit – Select to quit match and return to main menu.



- ⊙ Kick for Goal - If within the 50 metre line, player will always kick "TOWARDS" goal automatically.



Season Menu

Select from New Season or Continue Season

New Season

- To start a new season firstly select your team from the list and press .

You will then enter the Team Management screen.

- Select a player who's statistics you want to change and then press  to enter the player stats sub menu.
- Use the directional buttons to adjust the player stats. Press  to confirm the changes.

Player Changes will cost the team money. Available funds are visible in the player stats screen, the higher you increase your players stats the more money it will cost.

Winning a match in easy difficulty mode earns you \$2500, while losing earns you \$1000. These amounts are doubled in medium difficulty mode and tripled in hard difficulty mode.



- Repeat the above procedure for any other players who's stats you want to change.
- Press START to proceed to the Ladder Positions menu. Scroll up or down the team list to view the various statistics on each team.
- Press START to enter the competition and begin playing.

Continue Season

- To continue a saved season select 'Continue Season' from the Season Menu and press . You will then enter the Team Management screen.
- Once you have made changes to your player stats press START to proceed to the Ladder Positions menu.
- Press START to continue the competition and begin playing.

Quick Match

Select Quick Match to start a quick match between two teams of your choice.

- Select Quick Match from the main menu and press ⓧ to enter.
- Select your team from the list and press ⓧ to proceed to the opponent selection screen.



- Select the opponent for the match and press ⓧ to proceed to the game.
- Once you complete the match, the game will return to the main menu

Options

Select Options to change the various game options. Highlight the option you wish to change and press ⓧ to change the option settings. Options include:-

- Sound – Select LOW, MEDIUM, HIGH or OFF to adjust sound effects in the game.
- Music – Select LOW, MEDIUM, HIGH or OFF to adjust menu music.



- **Auto-Cycle Nearest** – Select ON to automatically select the nearest player to the ball during game play. Select OFF to set manual player selection during game play
- **Default Camera Mode** – Cycle through the various camera modes to select from Behind Close, Behind Mid, Behind Far, Side Close, Side Mid, or Side Far.
- **Difficulty** – Cycle through the various difficulty levels to select from Easy, Medium or Hard. Changing the difficulty level will reset all existing gamesave data.
- **Quarter Length** – Cycle through the various lengths to select from 2.5 Minutes, 5 Minutes, 10 Minutes, 15 Minutes, or 20 Minutes for each quarter length.
- **Load Save Data** – Select to load previously saved data.
- **Delete Save Data** – Select to delete and clear all previously saved data.

How to Play

Select How to Play to view instructions on how to play the game.

Controls

Select Controls to view details on the various ingame controls.

Credits

Select Credits to view game credits.

Contact

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Credits

AFL CHALLENGE

Developed By
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and Design**
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Lead Artist
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3D Art and Design
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James Rowlands

Music
BUGDUST
Taken from the album:
Welcome To The City Of Snakes
www.bugdust.com

QA Manager
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David Cann
Hannah Chew
Joshua Gesthizen
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Special Thanks
April Ruby and Kylie
Dilley Family
Sue Ford
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