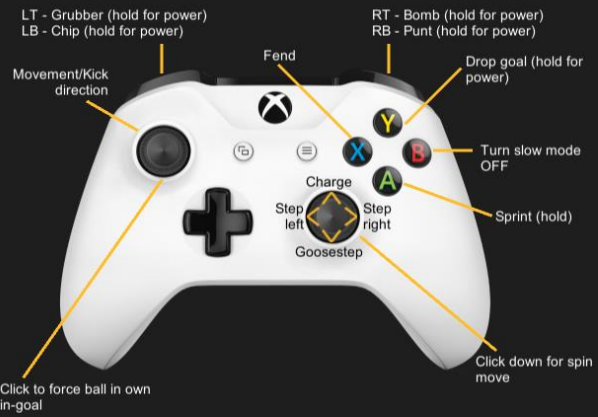
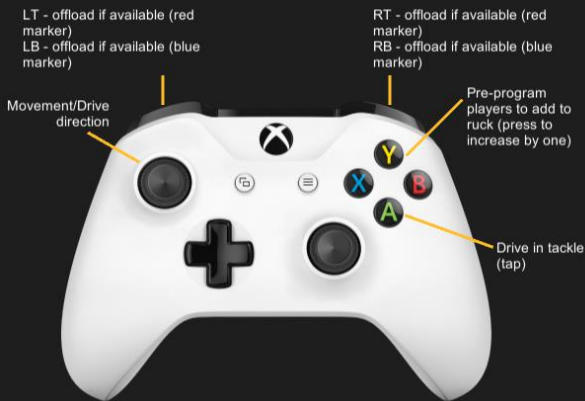


GENERAL PLAY - slow mode OFF



GENERAL PLAY - slow mode ON



GENERAL PLAY - when held up in tackle



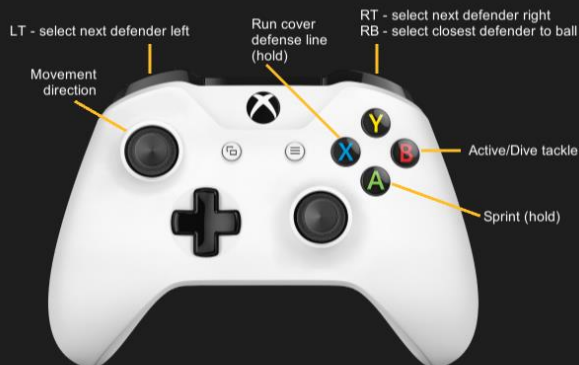
FROM RUCK - ball available to be played when green circle is full



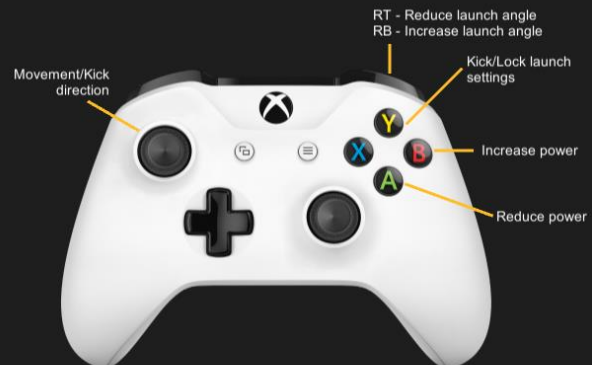
LOOSE BALL



TRY SCORING



DEFENSE - run into the player to tackle



KICKOFFS, DROPOUTS, CONVERSIONS, AND PENALTY GOALS