

Robin Smith's INTERNATIONAL CRICKET

AMIGA & ATARI ST/STE INSTRUCTIONS

LOADING:

ATARI ST/STE - Insert your disk and switch on your Atari. Click the left mouse button twice over the Cricket Program icon.

AMIGA - Switch on your Amiga and insert the disk when the Amiga disk prompt is displayed.

IMPORTANT: WHEN SELECTING YOUR TEAM YOU MUST SELECT 6 BOWLERS (NOT MORE OR LESS) AND 1 WICKETKEEPER BEFORE YOU CAN CONTINUE THE MATCH.

CONTROLS: Mouse (unless otherwise specified use the left mouse button).

MAIN MENU OPTIONS

Position the arrow over the option required and click the mouse.

Continue Game: (See MATCH OPTIONS & THE MATCH) If you are starting a new game, first select option "Set Game Parameters".

Set Game Parameters: Click the mouse over the option required. Use arrow keys up & down to increase or decrease the number of overs (min. 40 - Max. 60).

New Game: Click the mouse (ATARI click BOTH mouse buttons simultaneously) over this option if you wish to abort your current game and start a new game, or if you wish to load a saved game.

SAVE/LOAD GAME: When saving a game or series over regular intervals, it is good disk management to rotate your saved games over 2 or 3 different files. For example, if you save first onto file GAME0 the next time you save use file GAME1, and then GAME2 before going back to GAME0.

SAVE GAME ATARI ST/STE: You may save up to 10 games on your save game disk. If you wish to save on more than 1 disk, remember to format your new save game disks. To save a game first remove your master disk and insert your save game disk, then click the mouse over the Save Game option. Position the arrow over the save game selection required in the Directory (eg. GAME0) and then click the mouse. Your selection will be confirmed in the "FILE NAME" panel. Now click the mouse over the SAVE GAME panel. The Directory will confirm your saved game as GAME0 full. Note: You can overwrite a new saved game onto an existing saved game marked "full".

LOAD GAME ATARI ST/STE: BEFORE LOADING A GAME YOU MUST CLICK BOTH MOUSE BUTTONS SIMULTANEOUSLY OVER THE NEW GAME OPTION. Remove your master disk and insert your save game disk, then click the mouse over the Load Game option. Position the arrow over the game you wish to load (eg. GAME0 full) and click the mouse. Your selection will be confirmed in the "FILE NAME" panel. Now click the mouse over the LOAD GAME panel. NOTE: After loading your saved game check the match details under Match Statistics to ensure that the data has loaded correctly. IF YOUR SAVED GAME HAS NOT LOADED CORRECTLY SIMPLY REPEAT THE LOAD GAME PROCEDURE.

SAVE GAME AMIGA: You may save up to 10 games onto your save game disk. If you wish to save on more than 1 disk remember to format your new save game disks. To save a game first remove your master disk and insert your save game disk, then click the mouse over the SAVE GAME option.

Position the arrow over the save game selection required in the Directory (eg. GAME0) and click the mouse. Your selection will be confirmed in the "FILE NAME" panel. Now click the mouse over the SAVE GAME panel. Remove your save game disk when the message "Please replace volume Game" is displayed and replace your master disk. Remove your master disk and insert your save game disk again when the message "Please replace volume Empty" is displayed. Repeat this process in response to further prompts. The full sequence is as follows:

Save Game Disk - Master Disk - Save Game Disk - Master Disk - Save Game Disk

Note: Always ensure that the green disk drive light is off before removing your disks.

At the end of the save routine the screen will clear to the "Workbench Screen" - then click the mouse over the black front gadget on the top right hand corner of the screen.

The Directory will confirm your saved game as GAME0 FULL. Note: you can overwrite a new saved game onto a file marked "full"

LOAD GAME AMIGA: BEFORE LOADING A GAME YOU MUST CLICK THE LEFT MOUSE BUTTON OVER THE NEW GAME OPTION. Remove your master disk and insert your save game disk. Position the arrow over the game you wish to load (eg. GAME0 FULL) and click the mouse. Your selection will be confirmed in the FILE NAME panel. Now click the mouse over the LOAD GAME panel.

MATCH OPTIONS

After selecting your team and your match opponents you must select 11 players from a squad of 16.

Squad Details:

Players Name - Batting Type & Form (1-3) - Bowling Type & Form (1-3)

Wicketkeeper Form (1-3)

Form ratings: 1 = Average - 2 = Good - 3 = Excellent

Position the arrow over the name of the player you wish to select or drop, and click the left mouse button. Click the right mouse button if you wish to change a player's name (AMIGA - position the arrow over the player's name and press the Space Bar) and type in his new name and press ENTER/RETURN. This option is also available for the opposition player names in a Single Match or Series, but NOT for the World Cup competition. (Atari ST/STE only).

Note: The wicketkeeper and bowlers in your squad will vary for each new game. Use the change name option if you wish to alter a player's name to the correct player type (eg. if Robin Smith is shown as a wicketkeeper, simply change his name to another stroke player and type in a new name for your wicketkeeper).

Click the mouse over the OPPONENTS panel to view the opposition team and the weather, wicket and outfield conditions. Note: The weather conditions may vary during the match.

IMPORTANT: YOU MUST SELECT 6 BOWLERS (NOT MORE OR LESS) AND ONLY 1 WICKETKEEPER, BEFORE YOU CAN CONTINUE TO THE MATCH.

When you have selected your 11 players click the mouse over the CONTINUE panel to start the match.

MATCH MENU OPTIONS

Game speed: Auto Fast, Auto Slow, Manual. Note: On manual speed you must click the mouse whenever the C prompt is displayed.

BOWLING

Field Layouts: There are 5 set field layouts. Click the mouse over the layout required and then click over the RETURN panel to confirm your field selection.

Field Option 6 enables you to design your own field layout. Click the mouse over the REDESIGN panel. The field layout will confirm the position of the bowler and wicketkeeper and the dotted line marks the inner and outer fields. Under the rules of the one day game YOU MUST HAVE A MINIMUM OF SIX PLAYERS (including the bowler and wicketkeeper) within the inner circle. To design your field layout move the arrow over the position you wish to place your first fielder and click the mouse. Now click the mouse over the down arrow to move onto the next fielder (the current fielder's number is confirmed together with his status, either placed or unplaced). If you wish to re-position one or more of your players, simply click the mouse over the panel REMOVE CURRENT PLAYER. Use the option REMOVE ALL PLAYERS if you wish to start your field layout again.

Click the mouse over the FINISHED panel when you have completed your field layout. **REMEMBER YOU MUST HAVE A MINIMUM OF SIX PLAYERS (INCLUDING THE BOWLER AND WICKETKEEPER) WITHIN THE INNER CIRCLE.**

The maximum number of overs for each bowler is as follows:

Total Overs	Maximum per bowler
40	8
50	10
60	12

THE MATCH

The Match Screen shows a Balcony view of the ground with an information board below confirming the current batsman and bowler (eg. Smith (f)acing Marshall) and the following details:

The total runs scored with the number of wickets taken in brackets (eg. 55 (2) = 55 for 2), the current partnership score, the fall of the last wicket, runs scored this current over (RTO), and the current over number with the ball number in brackets (eg. 14 (3) confirms the next delivery as the 3rd ball of the 14th over).

In addition, there is a weather icon, and a wicket icon confirming the line of the last delivery.

STRATEGY & TACTICS

When selecting your team it is important to consider not only the batting and bowling strengths of the opposition and your own players, but also the weather, wicket and outfield conditions. For example, a good wicket (ie a Good Batting Wicket) on a sunny day with a fast outfield will favour the batsmen, and wickets may be harder to come by in these ideal batting conditions.

BATTING

If you select Defensive tactics your batsmen will play a more cautious game with more defensive shots, but they will still look to hit any loose deliveries. If you select Attacking, your batsmen will take more chances and try to swing the bat and play more aggressive shots. They will also be more likely to run the quick single. Attacking the bowling is risky, but if you need to play Attacking the best conditions are when you have Form 3 stroke batsmen played-in (ie the batsmen have faced a number of deliveries, scored a few runs to get off the mark and adjusted to the pace of the wicket) on a good wicket against a Form 1 bowler, but it will be possible to achieve good results playing attacking under more difficult conditions.

Batsmen Types

Opener - You are advised to select a recognised opening pair to start the innings, to cope with the new ball and the early overs from your opponents fast bowlers.

Stroke - These are the specialist batsmen who are more likely to push up the run rate after the opening pair have seen off the

new ball, particularly if they are Form 3 Batsman and played in.

Middle - Good batsmen but lacking the quality and range of strokes of the stroke batsman.

Tail - These are specialist bowlers with little flair for batting.

BOWLING

Your bowlers have the option of bowling at outside the off stump, middle and off or middle and leg. Their ability to bowl a consistent line and to beat the bat will mainly depend on their form rating. You can assess the accuracy of your bowlers from the wicket icon on the match screen. You can also assess the quality of the bowling & batting from the number of times that the ball beats the bat (ie. thin edges and thick edges off the bat and played and missed) and from the number of defensive shots played by the batsmen.

The chances of a catch increase when the ball gets a thick edge or thin edge off the bat. Obviously your bowlers will have a greater chance of an L.B.W. or bowling out the batsman by bowling directly at the stumps, but you may prefer to bowl outside the off stump in the hope of reducing the run rate, edging a catch to slips or to suit a particular field layout.

Bowler Types

Fast - These are the specialist front line bowlers who are more likely to get the best results on a good wicket, usually given the new ball at the start of the innings.

Medium - Will perform best in cloudy conditions when the ball will move in the air, but capable of achieving good results in any conditions.

Spin - Most effective on a poor wicket with a slow outfield, and with the wicketkeeper moving close in it will be possible to get the batsmen stumped.

GENERAL NOTES

Game Factors - Weather, wicket and outfield conditions, age of ball, Batsman played in, Batsman and Bowler form, Batting and Bowling Tactics, Bowling Line, Field Layout and Bowler type. ALL of these factors will play an important part in the outcome of EACH delivery.

No Stroke - The batsman is not permitted to run byes or leg byes if he offers no stroke. Byes and Leg Byes do not count as runs against the bowler.



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Tel. 0992 640564