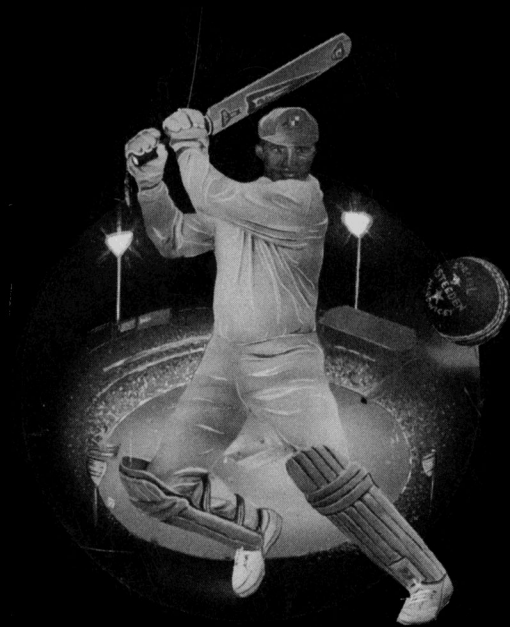


HOWZAT!

ONE DAY INTERNATIONAL CRICKET



MANUAL



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Acknowledgments:

We would like to thank Roger Wallace for the Nightowl Software Trademark design and Michael O'Young for the animated duck sequence.

HOWZAT!

One Day International Cricket

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HISTORY:

* The historic date was 5th January 1971, when the first ever limited-over international match was played between Australia and England at the Melbourne Cricket Ground (MCG). The players were in desperation to gain some match-play when the Third Test was abandoned due to rain.

* On 21st June 1975, the first Prudential World Cup limited-over competition was staged at Lord's, England. Eight countries contested for world cricket supremacy. The enthralling final was fought between West Indies and Australia with the Windies heralded as the first World Cup champions.

* Media entrepreneur Kerry Packer formed the World Series Cricket in May 1977, which changed the course of International Cricket forever. International Test cricket was in a turmoil when Mr Packer contracted 66 of the world's leading players to play in his promotional cricket matches for two seasons. Players were being paid better and had a huge involvement in the running of the game. The first WSC season was a near disaster with low attendances and high running cost. Then suddenly, cricket was alive again when Mr Packer introduced night cricket (17th February, 1985) at VFL Park in Melbourne and attracted a huge crowd of 83,494.

* Nowadays, one-day cricket is a commercial success, financing other forms of cricket such as the Test series and domestic competitions. The main advantage of this new style of cricket, is that it guarantees a result even when rain intervenes.

Other innovative changes include the glamour of colour clothing; the introduction of the crash helmet and the white ball, restrictive fielding circle, night cricket under floodlights and the high-tech in television broadcasting (i.e. multiple angle viewing, instant replay on video screen and recently the arrival of stump cam).

GETTING STARTED:

INSTALLATION:

(Backing up your disks and creating a playable version of Howzat!).

To safeguard your original Howzat! diskettes from mechanical and handling accidents, we have provide you with an installation programme.

Before you can play Howzat! you must install the programme onto either five diskettes or onto a hard drive with at least 4 megabytes of free disk space.

Installing Howzat! on a single or double drive system:

1. Preparation: Due to the large amount of information contained in this comprehensive game, you will need five blank diskettes to install Howzat!.

2. Always write protect your installation disks by sliding each tab on the right so they are opened.

3. Formatting:

a). Boot the C-5 Howzat! Disk, when the menu appears type: *x format*.
Now, just follow the prompts till you are presented with the menu again.
OR

b). Use your own program to format the five diskettes but you **MUST** label them specifically as:

N.O.S.
C-1
C-2
C-3
C-4

Note: N.O.S. is the Boot Disk.

4. Installing: When the diskettes have been prepared, you are now ready to install the Howzat! program. Boot the C-5 Howzat! Disk and when the menu appears, type the following: *pp* (return) and *x floppy* (return).

When the GAME INSTALLER screen is presented, you are ready to commence installation by selecting on all five icons i.e. N.O.S., C-1, C-2, C-3 and C-4.

LOADING AND SAVING:

For smooth efficient running of the game, it is recommended you have an external drive. Firstly, before turning on computer please insert the N.O.S.(Boot) Disk in DF0:drive and C-3 Disk in DF1:drive.

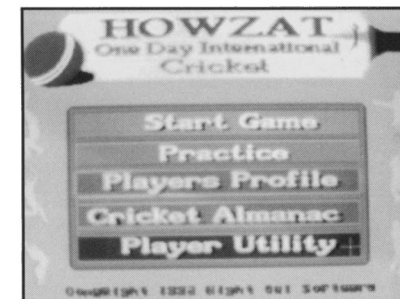
Turn on computer and program will load. You may skip the pre-titled sequence by holding fire button during loading.

Keep in mind that during gameplay, it is best to leave C-1 Disk and C-2 Disk in both drives.

Important: Always unwrite protect C-1, C-3 and C-4 Disks as the game files are required to be written on.

MAIN SELECTION MENU:

- A). Start Game - commence cricket match.
- B). Practice - practise batting.
- C). Player's Profile - choose team line-up.
- D). Cricket Almanac - see current statistics.
- E). Player Utility - update new statistics from previous game or install new player.



A). GAMEPLAY:

The team which accumulates the highest runs will win at the end of the specified overs. Each innings has a maximum of 50 overs and each over allows 6 balls. All five bowlers will have equal number of overs per innings e.g. for a 25 over game, each bowler will have 5 overs.

There are 5 main ways of dismissal:-

- 1). Bowled
- 2). Caught
- 3). Run Out
- 4). Leg Before Wicket (LBW) and
- 5). Stumping.

Before you commence your **FIRST** game, we recommend you to create yourself as a new player in any team of your choice through Player Utility. Then using Player's Profile you can appoint yourself in that team into the team line-up. When you are ready to commence game just select "Start Game" on the MAIN SELECTION MENU.

PLAYING OPTIONS:

On the Playing Selection Screen, select how many overs you wish to play, i.e. 5 - 50 overs. Note that a 5 over match will last approximately one hour. Saving new game results will **ONLY** occur at the end of the match. Next, choose whether you wish to play One Player or Two Player version. With the One Player version you will play against the computer. There are three different levels of difficulty - Club, State and International. The computer will always bat first and bowl last.

COMPETITION TABLE:

On the Competition Table Screen, choose two playing teams by selecting on the preferred teams. Player 1 will always bat first and conversely, Player 2 will initially bowl first. Two competition points will be awarded to the winning team, one point for a draw and zero for a lost. Select "OK" to start play or "Cancel" to pick teams again.

MAIN PLAY SELECTION SCREEN:

Current Batsmen: The batsmen will appear on top left and right box of the screen. They will come in as selected in the team line-up from Player's Profile. During the game, runs and balls faced will automatically be displayed.

Change Field: To alter and view field placements, choose the option "Change Field". Now, the "Fielding screen" will appear. If you require a field change, select on "Change" and then select fielding position for each player by selecting on the numbered fieldsman on the top main screen.

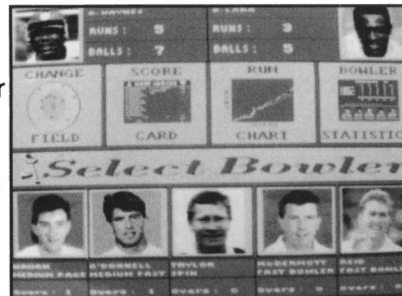
Note that the wicket-keeper (6) and the bowler (16) are always preset. When completed, you must save new fielding placements by selecting "View" before quitting. See APPENDIX for fielding placements.

Scoreboard: Selecting "Scoreboard" will display current team batting performance. It shows individual scores, how each batsman got out and any extras conceived by the opponent.

Run Rate Chart: This option only can be activated after the first over. Selecting "Run Rate Chart" will show you a graphical display of the batting team/s performance and the fall of wickets.

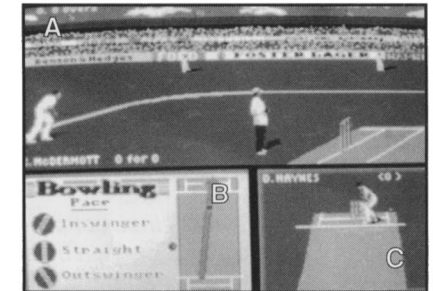
Bowling Statistics: Select "Bowling Statistics" for current bowling team performance and the fall of wickets.

Select Bowler: The five bowlers selected from Player's Profile are presented on the bottom of the screen. The type of bowler and overs faced are also highlighted. To commence bowling, the bowling team must "Select Bowler" and then choose the bowler by pressing button on the bowler's face.

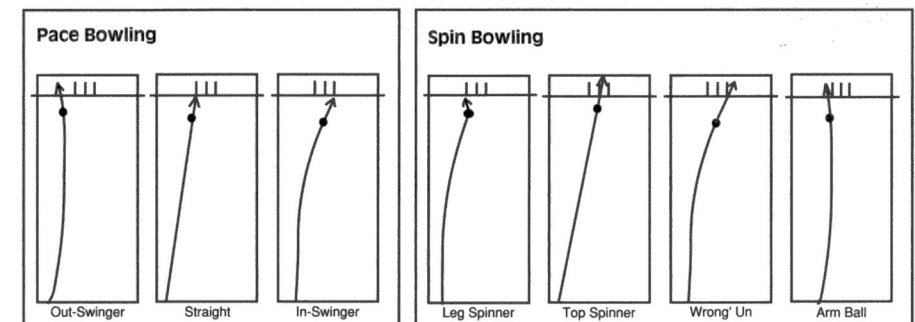


BOWLING:

1. On the Main Play Selection Screen, to start game first choose your bowler by selecting on "Select Bowler" and then the bowler's face.
2. Next, the Main Bowling Screen will appear. The types of bowling will depend on your bowler attributes, therefore to add more variations it is wise to select some spinners during team selection (i.e. through Player's Profile).
3. Screen A - Move up or down to widen your angle when approaching the wicket (i.e. higher the position, the greater the angle). Press button to select.
4. Screen B - Choose the type of delivery by moving joystick up or down and press button to select.
5. Screen C - Choose ball placement by moving the box to where you wish to deliver the ball and press button.
6. Screen A - Initialise bowling by pressing button and press again to release ball. Make sure you plant your feet within the bowling crease. Beware not to be late as it will enforce a no-ball.

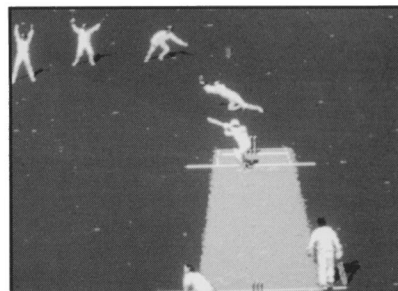


TYPES OF BOWLING



BATTING:

- 1). On Screen C in the Main Bowling Screen, you can position the batsman by moving left, right, up or down whilst the bowler is choosing his bowling options.

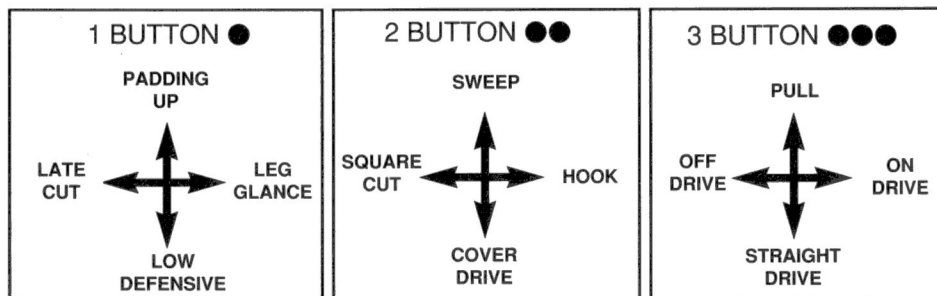
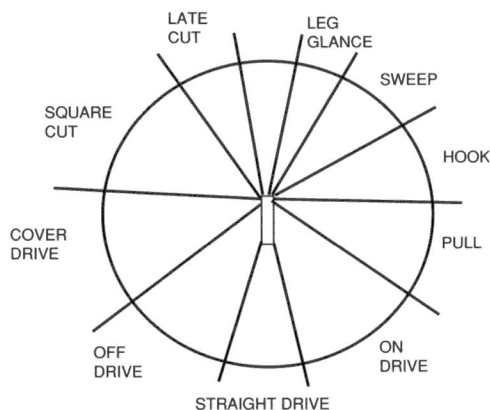


- 2). MAIN BATTING SCREEN:

Batsman's Control Instruction - firstly fine-tune your batsman's position by moving left, right, forward or backward.

Then, select your shot by pressing the required fire button/s and move the joystick to the right direction to hit the ball. Good positioning and timing are essential for solid batting performance. You can brush up your batting skills in Practice session through the Main Selection Menu.

BATTING STROKES

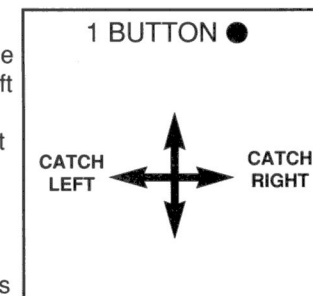


Bowling Team Playing Instruction - moving the red arrow to the right can choose between the wicket-keeper or any slipsman and to select, press button. If selected the wicket-keeper can catch left or right by moving joystick left or right.

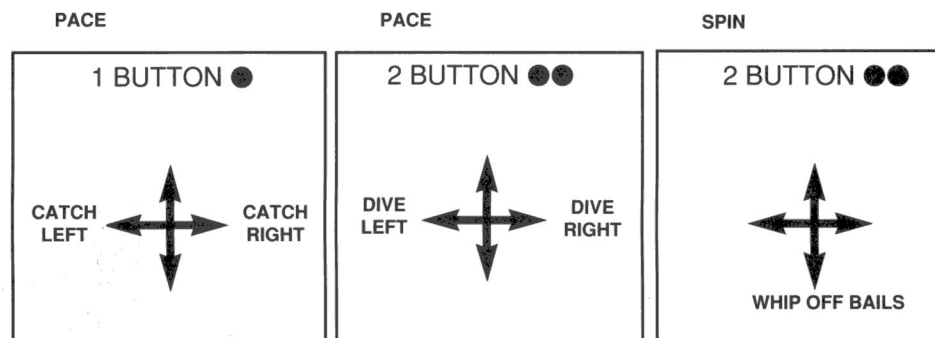
Pressing fire-button again and moving joystick left or right can make wicket-keeper dive wider.

(Note: Be alert, the ball will edge to slips and wicket-keeper if batsman fails to solidly control his shot). The wicket-keeper can perform a stumping by holding down fire-button and moving joystick down when spin bowling is selected.

SLIP CATCH

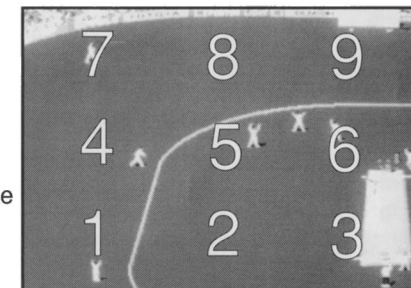


WICKET KEEPER



FIELDING:

- 1). Fielding the ball can be achieved by moving the blue arrow to the ball (joystick) or our rapid toggling system (keypad). Depending where you place your fieldsman, e.g. pressing 7 will take the arrow at the top left corner and conversely pressing 3 will take you at bottom right corner. You can alter the position by choosing another destination number. Once you press button or move the joystick you cannot choose from the keypad system.

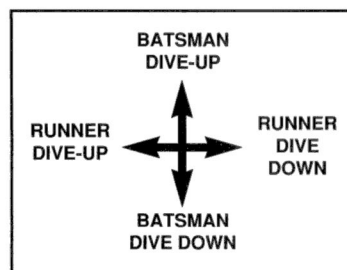


- 2). Move arrow on the preferred fieldsman and press button to activate him. To field the ball, move the fieldsman on the ball and press button to pick up the ball. To throw the ball back to the pitch, move arrow to the top wicket or the bottom wicket and press fire-button. Make sure to aim the arrow behind the wicket so that the flight of the ball will collide with the stumps. Exciting run-outs can be accomplished, if you're quick and accurate (Listen to the superb commentary).

RUNNING BETWEEN WICKETS:

Holding the fire-button will automatically make both the batsman and the runner run between wickets. If you're hungry for runs, you can make batsman dive towards the crease by pushing joystick up for the top wicket or down for the bottom wicket.

Also the runner can dive up by pushing joystick left and conversely right for bottom wicket. If you dive short of the crease, you can crawl your way back by wiggling the joystick left and right. Be careful of run-outs it can cost you the match.



OUT-FIELD CATCHING

Catching the high ball when the batsman hits it in the air can be the most exhilarating feeling a fielder can achieve. Just position yourself (left or right) under the ball and press button to catch.

Timing and judgement are crucial to the art of catching. Look for balls in the air from big offensive lofting shots.

B). BATTING PRACTICE:

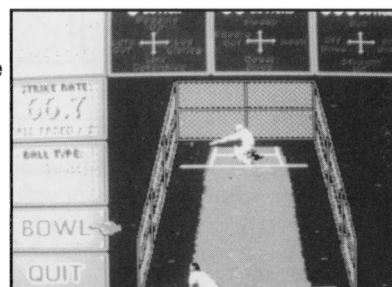
Mastering your batting strokes in the nets can take hours but the practice you gain can pay off during vital matches. The practice pitch enables you to fine-tune your defensive and offensive shots on both the off-side and on-side.

Choose "Bowl" will commence bowling a cricket ball down the pitch for you to hit.

On the left-handed side of the screen, carefully watch for the ball type since it will assist you with your timing and body positioning.

On the top of the screen is the legend for all your favourite batting strokes. It is recommended that once your strike rate is averaging more than 85% per over, you are ready for the big time.

After each over, you are given an option to continue practising i.e. "Bowl" or to quit.



C). PLAYER'S PROFILE:

This facility provides a comprehensive updated statistics on all the playing cricketers which appear in this game. These player profiles will assist you in choosing your best cricketing team.

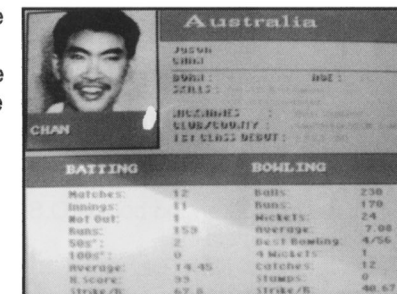
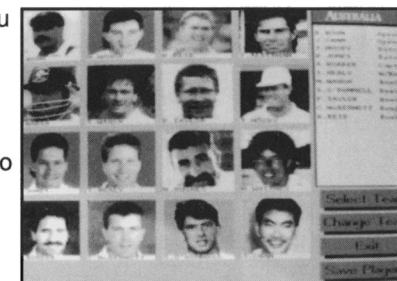
1). On the Main Player's Profile Screen, you can choose the team you wish to change or view by selecting on the country name.

2). Next, the chosen team will appear and to change the team line-up press "Change". The old team line-up will blank out on the right-handed side.

3). Positions (1-4) are reserved for four top order batsmen, (5) for the captain, (6) for wicket-keeper and the following 5 positions (7-11) for five economical bowlers.

4). Choose your players by selecting on the preferred faces. It is important to note that a descriptive profile on individual player can be achieved by pressing "p" on the player's face without pressing on the button. To return to the previous screen press any key.

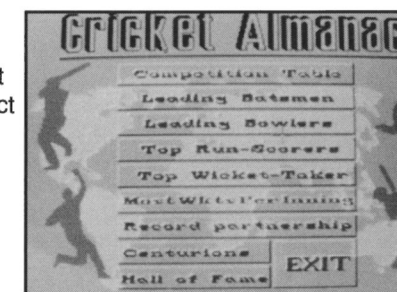
5). "Save" your team and "Quit" to return to main menu.



D). CRICKET ALMANAC:

To view any cricketing information, select on the appropriate icon. For the World's statistics, select on the world map and for individual country, select on the country's emblem.

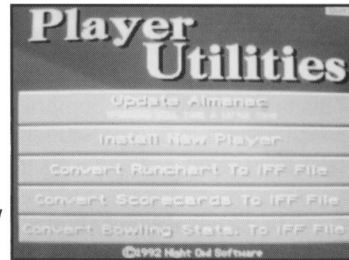
Note: all information in our almanac will get updated after each match through Player Utility. You can get into these statistics and the hall of fame by breaking other cricketer records.



E). PLAYER UTILITY:

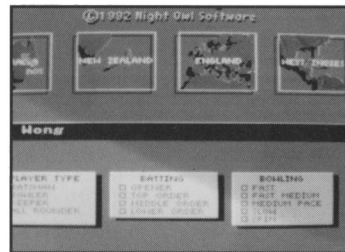
1). **Update Almanac** - allows updating of all the new game statistics to the almanac. Please be patience since there are so many data to manipulate.

2). **Install New Player** - creates yourself or your friend for team selection. Initially, you need to insert your new picture for two sections of the program.



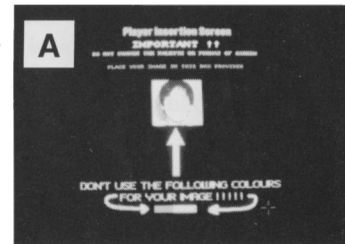
A). Picture For Player's Profile:

- 1). Load up a paint program.
- 2). Insert HOWZAT! C-4 Disk.
- 3). Go to IFF directory and load Player_Profile.IFF.
Important: Do not change screen format or palette on this file.
- 4). Create your image and place it in the box provided.
- 5). Grab and save your image as a brush for use in part B.
- 6). Save the screen under the Player_Profile.NOS.



B). Picture For Gameplay:

- 1). Load up Game_Player.IFF from C-4 Disk.
- 2). Put your new created image into the box provided.
Important: Do not change screen format or palette on this file.
- 3). Save the complete screen under the file called Game_Player.NOS.



Reset the computer and boot N.O.S. disk.

- 1). Go to Player Utility.
- 2). Go to "Install New Player".
- 3). Select the country you wish to represent.
- 4). Enter your personal statistics.

Note: Batting and bowling statistics must be earned.

3). **Convert Runchart to IFF file** - Select to convert NOS file to an IFF file named Runchart.IFF.

Hence from your paint program, you can call up this file and obtain a printout.

4). **Convert Scorecards to IFF files** - Select to convert NOS files to IFF files called Fscore.IFF and Sscore.IFF. Use paint program to gain a printout.

5). **Convert Bowling Statistics to IFF files** - Select to convert NOS files to IFF files named Fbscore.IFF and Sbscore.IFF. Use paint program to get a printout.

APPENDIX - FIELD PLACEMENTS

