

CRICKET MASTER

©

For the Amstrad / Commodore 64
& 48K Spectrum

INSTRUCTIONS

A CRICKET SIMULATION

FROM

E & J SOFTWARE

A GAME FOR THE AMSTRAD /
COMMODORE 64 & 48K SPECTRUM

LOADING INSTRUCTIONS AMSTRAD

To load CRICKET MASTER press down the CONTROL key and then press the small ENTER key on the Amstrad. If your Amstrad has only one ENTER key then use that one, then press play on your cassette player.

LOADING INSTRUCTIONS
COMMODORE 64

To load CRICKET MASTER hold the SHIFT key down and press the RUN/STOP key, then press play on your cassette player.

LOADING INSTRUCTIONS
48K SPECTRUM

To load CRICKET MASTER type LOAD "" and press play on your cassette player then ENTER on your Spectrum.

If you experience any difficulty loading then try adjusting the volume and/or cleaning the Heads on your cassette player.

CRICKET MASTER simulates a full one day limited over match with each team Batting and Bowling once. The OVERVIEW screen is based on a right handed batsman.

BOWLER TYPES

Please note Player Bowler Types (i.e. Fast, Spin etc) are varied from match to match at random. Please use the Change Name Facility if you wish.

SET UP

Your Team is "A" (England) At the start of each new game you must pick one of the 3 teams (B, C or D) as your opponents. You may enter your own Team names if you wish.

You then select the Skill level required from 1 to 3 Star rating. You must then enter the number of overs to be played (40 to 60) and press ENTER. At this stage you have the opportunity to enter a Competition name. Enter a name or leave blank and press ENTER.

TEAM SELECTION

Prior to the Toss of the coin you select your team from the 16 players available. Before you make your final selection you can review your opponents selected side and weather/wicket/outfield conditions by entering 2.

At this point you may also change the players names of both your own team and/or your opponents.

To select a player simply enter the required reference (A to P) and wait for the team count in the bottom right hand corner to be updated. When you have selected exactly 11 players, of which 6 must be bowlers, you can press (T) to confirm that this is your final team.

To change a players name press 0 then the player's reference, enter the new name and press ENTER.

To drop a player press 1 then the player's reference.

By using this facility and the option to change Team names you can use CRICKET MASTER to play any level of One Day match.

Form Ratings:-

- 1) Fair
- 2) Good
- 3) Excellent

When you have selected the final team press "T" to Toss the coin. If you win you will have the option of batting or fielding first.

The batting Team will then select the first two batsmen as the opening pair to start the innings.

If your team are to bowl you will be asked to select your bowler. If the opposition are to bowl first they will automatically pick their bowlers. "X" indicates Bowler selected.

You will then be shown the options menu which will appear at the start of each over, after the new bowler has been picked by the player or computer.

OPTIONS MENU

BOWLING SIDE:

Press (1) to select your bowling tactics, i.e. the general LINE that you want your Bowler to aim at.

Press (2) to select the GAME SPEED. The speed can be changed after each over so it is best to experiment to find your favourite setting. We suggest that you select MANUAL speed if you are using a SCORESHEET.

Press (3) to view current Selected FIELD LAYOUT. There are 5 Field Options. Enter 1 to 5 to View a new layout then "S" to select the FIELD LAYOUT currently displayed.

Press (4) for the SCOREBOARD showing information relating to the batting sides record.

BATTING SIDE:

Press (1) to select your BATTING TACTICS, i.e. play Attacking, Average or Defensive.

Press (2) Game Speed.

Press (3) Not applicable.

Press (4) Scoreboard.

START NEW OVER

Press enter to start a new Over. You will then be shown an OVERVIEW of the ground, showing the Wicket and position of the Fielders. An information Board will detail the conditions.

Also shown are the following:-

Current Over & Ball number - Total Runs & Wickets - Fall of Last Wicket - Current Partnership Score - Runs this over.

IMPORTANT INFORMATION

AT VARIOUS TIMES DURING THE MATCH A PROMPT WILL APPEAR AT THE TOP RIGHT HAND CORNER. THIS WILL INDICATE THAT YOU MUST PRESS THE ENTER KEY OR SPACEBAR TO CONTINUE.

This will occur if Manual Speed has been selected, when a player is Out, when a NO BALL is called and at other times during the match. During each over a Commentary will be displayed for each delivery, indicating whether or not a stroke was played and, if so, how well the ball was struck (i.e. MIDDLE of the bat, THICK EDGE or THIN EDGE or THRASH) and the outcome of each Stroke.

As the ball is bowled the LINE (Direction of the ball) will be highlighted on the Wicket, as well as the final position of the ball when a Stroke is played, except for a defensive shot.

If your Team is batting you will be given the option to Run Singles for the 5th and 6th balls of the over, when applicable.

At the end of each over you will be shown the Batting & Bowling analysis, showing the Following:-

BATTING

Squad number

Player name

Player type

OP = Opening batsman

ST = Stroke player

MI = Middle order

TA = Tail ender

Form Rating 1 to 3

R = Runs scored

B = Balls faced

4 = 4's

6 = 6's

BOWLING

Squad number

Player name

Player type

ME = Medium pace

PA = Fast bowler

SP = Spin bowler

Form Rating 1 to 3

O = Overs bowled

M = Maiden overs

R = Runs conceded

W = Wickets taken

If you are the Bowling side you must then select your next bowler. The maximum number of overs for each bowler is as follows:-

Total overs	Max. per Bowler
40	8
41 to 45	9
46 to 50	10
51 to 55	11
56 to 60	12

You now return to the Options menu.

At the fall of each Wicket you will return to the Batting & Bowling selection screen. If your Team is Batting then you must choose your next batsman.

At the end of each innings you will see the Batting & Bowling analysis, the Scoreboard and the final innings score.

If you have a PRINTER connected these screens will be sent to print automatically.

STRATEGY AND TACTICS

TEAM SELECTION: When selecting your team it is important to consider the Batting & Bowling strengths of the opposition and the Weather, Wicket and Outfield conditions. E.g. a GOOD wicket on a SUNNY day with a FAST outfield will obviously help the batting side. Remember that the Weather, Wicket and Outfield conditions can alter during the match. The Outfield can change if there has been an interruption for rain or a long sunny spell.

BATTING TACTICS: You have a choice of playing Defensive, Neutral (AVGE) or Attacking. If you select Defensive your batsmen will play a more cautious game with more defensive shots and taking fewer chances running between the wicket. If you select Attacking your batsmen will play more aggressive shots and are more likely to run quick singles etc.

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 main 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 etc.

MIDDLE - Good batsmen but lacking the quality & range of strokes of the STROKE batsmen.

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

RUNRATE - You are shown the recommended run rate for the 1st innings and the actual run rate required in the 2nd innings, which will be adjusted as the match progresses.

Remember that if you fall behind the required or recommended rate early on, don't panic. It is always possible to accelerate your run rate later in the innings, particularly if you have wickets in hand.

The in-form batsman is more likely to time his shots well and will therefore improve his chances of hitting 4's & 6's.

However, this will also depend on many other **GAME FACTORS**.

RUN SINGLE OPTION - This is particularly useful to enable you to protect a lower order batsman and/or to ensure that a batsman who is "played in" has the strike.

BOWLING TACTICS: Your bowlers have the option of bowling at Outside Off Stump, Middle & Off Stump or Middle & Leg Stump. Obviously you have a greater chance of hitting the stumps or LBW by bowling directly at the stumps, but you may prefer to bowl Outside Off Stump in the hope of edging a catch to the slips, or to suit a particular field layout.

Bowler Types.

FAST - These are your specialist front line bowlers, who are more likely to get the best results, usually given the new ball.

MEDIUM PACE - Will perform best in cloudy conditions but are capable of achieving good results anytime.

SPIN - Most effective on a poor wicket with a slow outfield and with the wicket keeper close in it will be possible to get the batsman stumped.

LINE (Direction of ball) - The **LINE** of every ball will be highlighted on the wicket to enable you to assess the accuracy of the current bowler. Of course, a bowler in excellent form will be more likely to bowl a consistent **LINE** than a bowler of form rating 1. This should be taken into consideration when selecting your field layout.

FIELD LAYOUT - When choosing your field layout. You should bear in mind the Outfield condition, the **LINE** at which you intend to bowl, the form of the current bowler and the run rate required.

Whatever the conditions, you are **TEAM CAPTAIN** and **YOU** must decide on your **STRATEGY** and **TACTICS** for the match.

Don't forget to enter your name in the team listing as one of the players or Captain.

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**With acknowledgement to ARTIST II
(Spectrum version)**