

T E S T
M A S T E R

©

For the Amstrad / Commodore
& 48K Spectrum

INSTRUCTIONS

A CRICKET SIMULATION

FROM

CHALLENGE SOFTWARE

LOADING INSTRUCTIONS AMSTRAD

To load TEST 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 64/128

To load TEST MASTER Press SHIFT & RUN/STOP keys simultaneously and then press play on your cassette player.

LOADING INSTRUCTIONS

48K SPECTRUM

To load TEST 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.

TEST MASTER simulates a full 5 day Test Match with each team having up to 2 Innings. 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 match 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.

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 5 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.

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.

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.

Press (6) to Save Game.

Press (7) to see Innings Scores, (*indicates Innings not yet complete).

BATTING SIDE:

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

Press (2) Game Speed.

Press (4) Scoreboard.

Press (5) To switch on Declaration, press 5 again to switch off or Enter/Space to Declare.

Press (6) To Save Game.

Press (7) To see Innings Scores.

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.

There are two areas of information. At the top of the screen are shown the following:-

- Current Innings over
- Current Over ball number
- Current Innings score
- Number of wickets fallen
- Current partnership score
- Score at fall of last wicket
- Runs scored from current over.

In the panel to the right of the pitch are shown the following:-

- Batsman taking strike
- Bowler
- Weather conditions
- Wicket condition (i.e. GOOD=Good batting wicket)
- Outfield condition
- Light Meter
- Day Number
- Innings Number (1 to 4)

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/RETURN KEY OR SPACEBAR TO CONTINUE.

This will occur if Manual Speed has been selected, when a player is Out 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
FA = 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.

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.

SAVE GAME AMSTRAD

If you wish to save a game, prepare a cassette to record. Press (S) and then start recording, then press any key. You can only save a game after 20 overs have been played.

To load a saved game - Load the Master tape as above. Then under Option 6 on the Menu press (L). Put your saved game cassette in and press play.

SAVE GAME COMMODORE 64/128

If you wish to save a game, prepare a cassette to record. Press S to save and then press PLAY & RECORD on your cassette player. You can only save a game after 20 overs have been played.

To load a saved game Load the Master tape as usual. Under Option 6 press L. Put your saved game tape in the cassette player and press PLAY.

SAVE GAME 48K SPECTRUM

If you wish to save a game, prepare a cassette to record. Remove the ear socket on your SPECTRUM and press (S) to SAVE. Start recording and then press any key. You can only save a game after 20 overs have been played.

SPECIAL FEATURES

Bad Light

Keep an eye on the light meter. When it is fully dark the batsmen will be offered the opportunity to leave the field until the light improves. If they decline to go off, for tactical reasons, then this may give an advantage to the bowlers until the light improves.

Nightwatchman

You can select any order of batsmen you wish for your team. In some circumstances your opponents will select a night-watchman if this is appropriate to their tactics.

New Ball

After 85 overs the new ball will be offered to the bowling side. Of course, each Innings will start with a new ball.

Declarations

You can declare at any time during your Innings prior to the start of each new over. Simply press option 5 to declare and then Enter/Space, or press 5 again to cancel declaration.

Your opponents will declare subject to the current tactics.

Follow On

This will apply if the team chasing a 1st Innings total are 200 or more runs behind on completion of the 2nd Innings.

You will have the OPTION to enforce the Follow On, as will your opponent.

Time

Each new day will consist of a playing time of 6 hours 30 minutes. The playing time will be reduced at the end of each over depending on the type of bowler used. Obviously, spin bowlers will take less time to complete an over than fast bowlers.

Any delays for a fall of wicket, end of Innings, bad light or rain etc. will reduce the amount of playing time available.

Bowlers Fitness

There is no limit on the number of overs a bowler may bowl. However, the number of overs bowled in a day by an individual bowler will affect his fitness and therefore his efficiency. Normally you can expect peak performance from your fast bowlers for about 15 overs in a day.

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.

- 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. You can judge your bowlers performance by the number of times he can beat the bat. i.e. where the batsmen play & miss or where you see a thick or thin edge off the bat.

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

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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