

LOADING

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.

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 Comp-
etition 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 pressing
[2].

To select a player simply press 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.

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

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 various 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 "E" WILL APPEAR AT THE
TOP RIGHT HAND CORNER. THIS WILL
INDICATE THAT YOU MUST PRESS THE
ENTER KEY 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

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. 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 Spectrum 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.

Due to the nature of some KEY-BOARDS it is possible to break out of the program if a key is not pressed correctly.

This problem is more likely to occur if the keys are not pressed firmly.

If this occurs whilst selecting your team then simply type GOTO 400 and you will return to the selection menu.

It is most unlikely that a break will appear anywhere else in the program but if it should happen then type GOTO 20 and the game should continue.

E & J SOFTWARE

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With acknowledgement to ARTIST II

