

Robin Smith's **INTERNATIONAL CRICKET**

INSTRUCTIONS

Spectrum 48/128K - Commodore 64/128K

LOADING

Spectrum Type LOAD " "

Commodore Press the Shift and Run/Stop keys simultaneously. When the program has loaded press N to start a new game or press Y to load a saved game (see below).

SAVING & LOADING A SAVED GAME

Spectrum: Prepare a cassette to record the full program and data. On Menu selection 5 press Y to save and then press play & record on your cassette player and any key. NOTE: After saving the main program YOU WILL NEED TO PRESS ANY KEY AGAIN WHEN THE PROMPT APPEARS ON THE SCREEN. To load a saved game, simply insert your saved game tape and type LOAD " ".

Commodore: Prepare a cassette to record the data only. On Menu selection 5 press S to save and then press play & record on your cassette player. To load a saved game first load the master tape. When the program has loaded press Y and insert your saved game tape and then press play on your cassette player.

Robin Smith's International Cricket is a complete simulation of One Day International Cricket played over 40-60 overs.

Select Single Match, 3 Match Series or 5 Match Series.

Skill Levels 1-3 (3 = hardest level).

TEAM SELECTION

Select your team of 11 players from the squad of 16. Press A-P to select a player. When you have selected 11 players (WHICH MUST INCLUDE AT LEAST SIX BOWLERS AND ONLY 1 WICKET KEEPER) press T to confirm your final team selection.

Squad Details

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

Form ratings 1 = Fair - 2 = Good - 3 = Excellent.

Press 0 to change a player's name. Enter the player's reference and then enter the new name.

Press 1 to drop a player and then enter the player's reference.

Press 2 to view your opponents team and for details of the weather, wicket and outfield conditions.

Note: Wicketkeepers and bowlers 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 listed as a wicketkeeper, simply change his name with the wicketkeepers name).

Your first two batsmen will always open the batting, but after the opening partnership you will decide on the batting order.

Spectrum: You must select 2 bowlers for each bowling spell and enter the number of overs that each bowler will bowl. A bowler cannot bowl two consecutive overs, so a bowler that has just finished a spell of overs cannot start the next spell of bowling.

Commodore: Enter the squad number to select your bowler.

MAIN MENU

BOWLING

Press 1 to select the bowling line.

Press 2 to select match speed.

Press 3 to view the current field layout. This will show the fielding positions and confirm the number of fielders on the off side and the on side. For example, Field layout 3 (6:3) indicates there are six fielders on the off side and 3 fielders on the on side. Enter 1-9 to view other field layouts. Enter S to select the field layout displayed. Press 4 to view the Scoreboard.

Press 5 for save game, The numbers 0/0/0 confirm the last point at which the game was saved. For example numbers 1/2/32 would indicate that the game was last saved during match 1, innings No.2, after 32 overs.

Press 6 for the Series Scoreboard.

BATTING

Press 1 to select your batting tactics.

Press 2 to select match speed.

Press 3 for run single option then press A for all singles, or B for the 5th and 6th balls only.

STARTING A NEW OVER

Spectrum press C to start a new over - Commodore press Return.

At various times during the match (eg. when a wicket has fallen or if you have selected manual speed) a prompt will appear in the top right hand

corner of the screen. You must then press C to continue (Commodore press P).

A commentary is displayed for each delivery indicating how well the ball was played (eg. middle of the bat, thick edge or thin edge off the bat), a description of the type of shot played (eg. cover drive, defensive shot, hook etc.) and the outcome of each stroke.

Batting analysis:

Squad No. - Name - Type - Form - Balls faced - 4's - 6's

Bowling analysis:

Squad No. - Name - Overs to bowl - Type - Form - Overs - Maidens - Runs - Wkts.

The maximum No. of overs for each bowler is as follows:

Total Overs	Maximum per bowler
40	8
41-45	9
46-50	10
51-55	11
56-60	12

STRATEGY & TACTICS

When selecting your team it is important to consider not only the batting and bowling strengths of your players and the opposition, but also the weather, wicket and outfield conditions. For example, a good 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. But remember, the conditions can change, particularly if there has been an interruption for rain, or a long sunny spell following cloudy conditions.

If you select defensive tactics your batsmen will play a cautious game with more defensive shots and taking fewer chances running between the wickets. If you select attacking, your batsmen will swing the bat and play more aggressive shots and they will be more likely to run quick singles.

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 played-in and the batting conditions are good.

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

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

Run-Rate: The scoreboard shows the recommended run rate for the 1st innings (based on the conditions) and the actual run rate required in the 2nd innings. The recommended run-rate is only a guide to the estimated

run rate required to stand the best chance of winning the match. If you fall behind the run rate early in the match, don't panic. Your batsmen will always try to accelerate the run rate later in the innings, particularly if you are playing attacking and you have stroke players batting and wickets in hand.

WICKET KEEPER

The quality of your wicketkeeper (ie. his form rating) will affect the number of byes, run outs and stumpings off the spin bowler.

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 will depend on the type of bowler, the conditions and the bowlers form. A bowler in excellent form (ie. 3 rating) will be more likely to bowl a consistent line. As the ball is bowled the line (ie. direction of the ball) is highlighted on the wicket, as well as the final position of the ball. By studying the line of the ball and the match commentary you can assess the performance of your batsmen/bowlers by the number of times that the ball beats the bat, (ie. where the batsmen plays and misses the ball, or where the ball gets a thick or thin edge off the bat). Obviously, your bowlers will have a greater chance of an L.B.W. or bowling out the batsmen by aiming directly at the stumps, but you may prefer to bowl outside the off stump in the hope of slowing down the run rate, edging a catch to 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 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 wicket keeper moving close in it will be possible to get the batsmen stumped.

End of the Game/Series

Spectrum: At the end of the game/series you must re-load to play again.

Commodore: The program will run again after the final Series Scoreboard.

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