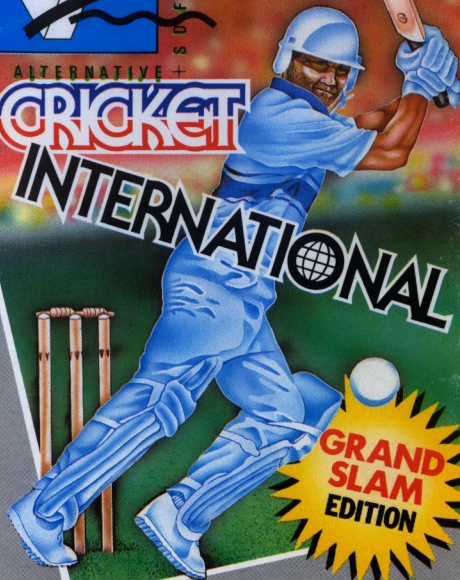# CRICKET INTERNATIONAL

INTERNATIONAL

AS 016

ALTERNATIVE + SOFTWARE

CRICKET

INTERNATIONAL

GRAND SLAM EDITION

CRICKET INTERNATIONAL
Amstrad

Cricket International simulates a 60-over match between teams of any chosen standard. Play against the computer or an opponent.
On screen scoreboard. Bowling and batting practice option. Players have joystick control over batting, bowling and fielding, shown in brilliant animated graphics.

Further instructions overleaf.

Loading instructions:—
Hit CTRL ENTER together, then press PLAY then any key.

AMSTRAD — AMSTRAD. CPC — 199 RANGE

AMSTRAD CPC

Cricket International is Britain's No. 1 Cricket Game—it is unique in offering total control over batting, bowling and fielding.

You can choose to play:

A one-day match against the computer.
A one-day match against an opponent.
A full match against the computer.
A full match against an opponent.

To help you increase your skill, there is a practice option.

To load, type RUN ''CRICKET'' and press ENTER.

The computer will display England and World XIs, but you can either change the teams and their batting and bowling skill points by moving the cursor to enable you to type over the details shown on the screen. You may also save these details, to build up your own library of teams.

For a one-day match, you must pick 6 bowlers, each of whom may bowl up to ten overs. For a full match, you may have from 3-6 bowlers.

Each team may have up to 50 batting and 30 bowling skill points shared among the players, but no player may have a skill rating of more than 9 points.

Type **W** for wicket keeper
2. **F** for fast bowler
M for medium-paced bowler
S for slow bowler
B for batsman

After the toss, you may choose Village Green, County or Test Match skill levels. The main factors affected are the speeds of some elements of play. The batting side will use the joystick. The bowling side will use the keyboard cursor keys.
To choose a bowler, use the cursor keys to move the cursor onto his name, then press COPY. The name of the bowler who has just bowled does not appear. If you continually select the same bowlers, fatigue will set in, and their performances will suffer.

Bowling: Use the cursor keys to position the bowler—the computer will not allow you to position him behind the umpire. Press COPY to make the bowler begin his run-up. Pressing ↑ or ↓ during the run-up affects the speed of bowling. At the end of the run-up, press → or ← to spin (slow bowlers) or swing (medium-paced bowlers) the ball. Once the bowler reaches the crease, the screen scrolls to bring the batsman into view, and a marker appears on the pitch to show where the ball will bounce. Move the marker with the cursor keys, then press COPY to make the bowler, release the ball. If the ball would have gone wide, you will be no-balled.

Batting: The batting joystick has no control until the bowler releases the ball. You may then switch as often as you wish between two separate sets of controls.
1. (Fire button released). Moving the joystick up or down will move the batsman away from, or towards his wicket. Take care not to hit the wicket! Moving it to the left or right will move the batsman sideways.
(Fire button depressed). Moving the joystick up or down will raise or lower the bat. Moving it from side to side will alter the angle of the bat —the effect of this is best judged by watching the shadow on the ground.

Once the ball has been hit (or missed!) the screen switches to bird's eye view, and the joystick controls running between the wickets.

Fielding: If you wish, the computer will set the field for you, but you will be given a chance to set your own field, before each over. When the fielding screen appears, holding down the C key will cause each fielder to flash in turn. When the fielder you wish to move flashes, release the key,

then move him with the cursor key. Pressing R will return you to the action. The computer will position the wicket keeper, the bowler, and any fielder who moves too close.
When the fielding screen appears during play, you control the fielders in the same manner. Move the chosen fielder with the cursor keys to try to intercept the ball. If you press COPY while holding down one of the cursor keys, the fielder will dive in the chosen direction. If the fielder intercepts the ball at a catchable height, the batsman will be caught out. The ball is thrown back automatically when fielded.

PROGRAMMERS — *If you have written a good programme, for ANY home computer, send it to us now for evaluation. We pay EXCELLENT royalties!! Your programme could be in the shops within weeks!! SEND TO: ALTERNATIVE SOFTWARE Units 3-6 Baileygate Industrial Estate, Pontefract, West Yorkshire. We will acknowledge receipt of your programme same day.*