Contents

Installation

1) Insert the disk into your CD ROM drive.

2) If Autorun is enabled on your PC, then an International Cricket Captain III installation window will be displayed on your desktop. If Autorun is disabled, or the installation window does not appear automatically, open up My Computer on your desktop, access your CD (often labelled D:) drive, and double click on the setup.exe file.

3) You must install the game on your hard drive. To do this you should have at least 300 MB of free hard disk space.

4) Follow the on-screen instructions.

RUNNING INTERNATIONAL CRICKET CAPTAIN III

To start International Cricket Captain III:

Select International Cricket Captain III from the Empire program group on your start button, located on the Windows taskbar.

You may also run the game by double clicking the International Cricket Captain III icon on the desktop.

UNINSTALLING INTERNATIONAL CRICKET CAPTAIN III

To uninstall International Cricket Captain: Go to the Control Panel in Windows and then select Add/Remove Programs. Select International Cricket Captain III from the menu and then choose Remove and then OK.

INTERFACE

The game is entirely controlled by the Mouse. Making a selection involves making a left mouse-click. Within the Main Menu screens you can use the right button to select an option at the top of the screen.

FULL SCREEN / WINDOWS

To toggle between playing in Full Screen or Windows mode, press ALT-ENTER.

RUNNING ANIMATED HIGHLIGHTS

If these highlights appear jerky or slow, then choose 'None' from the Highlights Level menu.

UPDATES AND INFORMATION ABOUT INTERNATIONAL CRICKET CAPTAIN III

Further information about International Cricket Captain is available via our website at
www.empireinteractive.com/
www.childishthings.co.uk

Overview

International Cricket Captain III, is a game in which you have the chance to both captain and manage a team. The various ways to play the game are as follows:

Exhibition Match:

For a quick introduction to the game, play a one day international or twenty over match between any of the test playing nations.

Single Player:

New Game:

1) Full Game: Captain and manage a county and earn the right to captain your national side.

2) County and International Career: Captain both a county team and national side from the start of the game.

3) International Career: Take the role of captain with any of the Test-playing nations.

4) Match Series: Create your own customised one day international (ODI) or test match series.

5) World Cup: Replay the 1999, 2003 or 2007 World cup as any of the participating test playing nations.

Two Player:

1) Choose to play a series between any of the Test-playing nations or play a team from a saved game.

Internet Game:

Challenge players from around the world on-line.

Load Game:

Play a previously saved game.

Options:

Menu sound

Menu Music

Highlights sound

Commentary

Animated Background

This will also display the current version number of the game.

Chapter 1: Main Menu

When you have selected a team you will be taken to the in-game Main Menu - the hub of the game. From this point, you will be able to access most of the information you need. Probably the first thing you will want to look at is your current squad. To view this, click Team Details and then select the Squad tab. To return to the Main Menu click on the back button at the bottom left of the screen.

PLAYER PROFILES

Select this in order to obtain more detailed information about your players and click on the self-explanatory tabs.

To view Salaries and Contracts click on the Personal tab. This tab will also allow you to examine a player's strengths and weaknesses. For fast access to this information during a match, simply click on a player's name. Use the < > tabs to scroll though your team, or through other counties if you have selected the Team Details screen.

COACH AND PHYSIO

The Coach and Physio screen will automatically appear frequently through out you match schedule, but can be accessed whenever you like from the main menu. The number of coaching/physio sessions available is determined by your budget allocation at the start of the season (see Budget Allocation chapter).

To allocate a session to a player, first select him and then assign the training session you require from the pop-up menu. An icon representing the type of training he is undergoing will appear opposite his name.

GROUNDSMAN

If you team is playing at home, click on the Groundsman button prior to the start of match and instruct him to prepare a pitch tailored to suit your bowling strengths. You may choose to ignore this, in which case the pitch will be randomly generated.

Domestic Tables

This screen gives the current league and cup tables for all the domestic competitions. This information will also appear automatically after each domestic match you play.

Internationals

Use this screen to view current test series, ODI series and the world cup.

Player Records

Click on the Player Records button to view batting an bowling averages in all competitions. The default screen is: Batting, First Class and Career, sorted in order of merit.

You can sort these into any order you wish by clicking on the various buttons.

The filter button enables you to only view players who have played more than 5 innings (batsmen) or taken more than 15 wickets (bowlers).

When you start the game the statistics will be accurately reflect those of real teams and players. As the game progresses it will update these statistics with the results from the games played in your 'cricket world'.

Fixtures and Results

Use this screen to view the fixtures and results of every team in all competitions. Clicking on the tabs will allow you to find the precise information you require.

World Ratings

Shows the rankings of international teams.

Chapter 2: Contracts

In the first season you will have the opportunity to sign out of contract and youth players, as well as overseas players if your team does not already have the full complement of two foreign players. You can also change your budget allocation to free up money for signing players or to increase your coach, physio and youth team bugets. In subsequent seasons you will also be able to renew contracts, terminate contracts and sign youth team graduates.

Renewals

At the end of each season the contracts of some of your players will have expired. If you wish you may re-negotiate their contracts immediately. To do so, click on the name of the player whose contract you wish to re-negotiate. This will bring up his details including the salary and length of contract he is seeking.

The salary will always reflect the optimum amount sought, so you may wish to bid less, but then again if you want to be really sure of getting the player you may wish to bid more.

Use the scroll bars to adjust the amount to your satisfaction. When you are

satisfied with the salary and length of contract, click on Make Offer. The player will then accept or decline, or invite you to make a new offer.

If the player accepts your offer, the money you have agreed to pay him will be deducted from your budget. If you decline to renew a player's contract he will automatically leave the club.

Tip: you may prefer to wait and see which other out-of-contract players are available before re-signing some of your own players because you will have another opportunity to re-sign them in the next phase of the game when they will appear on the Out-of-Contract list. Of course, another club could outbid you at this stage.

Terminating contracts

If you wish to terminate a player's contract, click on the Terminate button and then click on the name of the player's whose contract you wish to terminate. In the panel of the right of the screen you will be advised what

the settlement figure will be. This figure is calculated at 50% of his current salary, but because you are saving 50% of his salary this figure will be added to your budget, not subtracted.

Youth Team Graduates

Each year graduates from your youth team will emerge, providing you with the first opportunity to sign them. If you wish to offer them a contract then use the method previously described in re-signing out-of-contract players.

When you have finished signing or re-signing players and terminating contracts, click on the Continue button.

Signing New Players

After you have finished negotiating with your own players you will have a chance to sign out-of-contract players from other clubs. Choose whether you want to view Domestic, New, or Overseas Player. Use the method described above for renewing contracts in order to make an offer to the players you are interested in adding to your team. See bidding below.

Bidding

Bidding is conducted in a series of 10 rounds. You may not have more than three bids in progress at any one time. Your bids total may exceed your available budget in which case the bids will be resolved in the order of

submission. So if your first bid succeeds but uses up most of your budget, then bids 2 and 3 will probably fail because of lack of cash. For this reason it is important to prioritise your bids. When you have decided upon your three bids, click on Continue.

At the end of the first round, you will be advised of the outcome of your own bids. This procedure will continue for nine more rounds, though you may curtail this by clicking on Finish With Contracts. This is advisable when you have insufficient funds to make further feasible bids.

Budget Allocation

At the start of each season you will need to allocate your funds for the forthcoming campaign. You can choose to spend funds on the following areas:

Physiotherapy – helps to keep players fit by increasing the number of physiotherapy sessions available and

brings players back from injury more quickly.

Coaching – increases the number of coaching sessions available for your players.

Youth Coach – increases the chance of good players emerging from your youth team.

Chapter 3: Team Selection

A default team will be provided for you in the upper panel. The lower panel will contain the remaining members of the squad. If you wish to remove a player from the team, click on the player's name to display a pop-up menu, click on swap and then go to the lower panel and click on the replacement player. The two players will then swap places.

On the pop-up menu, you will also be able to nominate a wicket-keeper, a captain, opening bowlers and adjust the batting order. To perform the latter, select Move and then click on the slot you wish to move the batsman to.

To enable viewing of player types at a glance the following symbols are displayed:

Bat – Batsman.

Ball – Bowler.

Bat & Ball – All Rounder.

Gloves – Wicket Keeper.

O – Opener.

If a player has a red + symbol by his name this means he is injured and not eligible for selection.

If a player has a globe symbol by his name this indicates that he is on international duty and not eligible for selection. You will be notified in the news box when these players become available again.

International Selection and One-Day Internationals

When you are captaining the national side you will first be required to select a squad. Use the < > buttons to change between your current selected squad and the available players. In the main database, the name of these players will be highlighted in view.

You may replace these players by clicking on their names and then selecting Add/Remove.

Chapter 4: The Match

Players Form

A player's form is based on his last six performances. A good way to increase a player's form is to give him some net practice, or even a run in the 2nd XI.

Finalising Selection

On the Team Selection screen you can also adjust the statistics display. Use the scroll arrows, or just click on the button to launch a pop-up menu. To get more information about a player, click on his name and select player profile.

Before you finish your team selection it is a good idea to select the conditions button to get an idea of the weather. You may wish to consider picking a team to take advantage of the predicted climatic conditions.

When you are satisfied with your team, click on the Play Match button on the lower right of the screen to take you to the coin toss.

Note: if you choose Skip Match, the computer will play the match for you. Be aware that your captaincy will be missed and the team is unlikely to perform to their maximum ability.

COIN TOSS

The Coin Toss screen displays the competing teams, pitch details for the match.

Choose heads or tails by clicking on the appropriate button. If you win the toss you may choose to start the match either batting or bowling.

PLAYING CONDITIONS

The following are various permutations of playing and weather conditions, together with their effects. Pitch bounce and wear will deteriorate as the match progresses.

Bounce

Perfect:	Favours batsmen.
Even:	Slight advantage for batsmen.

Average:	No advantage for batsmen or bowlers.
Uneven:	Favours fast bowlers.
Erratic:	Mainly favours fast bowlers, but all bowlers will gain some advantage.

Wear

Very Good:	Favours batsmen.
Good:	Slight advantage for batsmen.
Average:	No advantage for either batsmen or bowlers.
Turning:	Advantage for spin bowlers.
Sharp Turn:	Big advantage for spin bowlers.

Weather

Sunny:	Adversely effect stamina of fast bowlers. Seamers will take less wickets.
Unsettled:	Neutral.
Cloudy:	Slight advantage for seam bowlers.
Very Cloudy:	Increased advantage for seam bowlers.

Light

When four lights are lit on the meter then the batsmen will probably be offered the light, though this chance is reduced if slower bowlers are operative at the time.

THE MATCH SCREENS

After you have decided whether to bat or bowl, you will be taken to the match screen.

HIGHLIGHTS LEVEL

One of the first things to decide is what level of Highlights you wish to see. To do this select the highlighs level option accessible via the Match Screen menu button at bottom left of the screen. and then select the highlights level you would like to see. As you will see, the parameters range from None to Ball-by-ball (although the latter could result in a rather long game). If you select Wickets and Chances, this will display every edged or uppish shot; all LBW appeals, drops, catches and, of course, wickets falling. Selecting None will mean the match proceeds in text only mode.

You have choice of playing the match with text commentary, displaying the Batting or Bowling card, or viewing the Ball Tracker which tracks each ball bowled.

SAVE GAME

The game is designed to AutoSave, but you can also save during a match by clicking on the "Save & Exit" button accessible via the Match Screen menu button at bottom left of the screen. You save and exit between matches from the Main Menu. Click on the 'Save & Exit' button on the left.

EXPLANATION OF SYMBOLS

The commentary text uses the following symbols:

!	=	Near miss
b	=	Byes
•	=	dot ball
X	=	wide, or no ball, the latter with number of runs scored from it.

PLAYING CONDITIONS ICONS

In the lower right of the screen you will see a set of icons reflecting match conditions. From left to right these are: weather, light, bounce, wear, outfield and age of ball (this is repla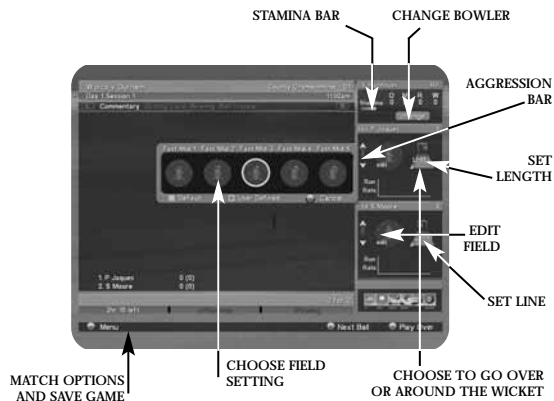ced to show overs remaining of field restrictions in one day games). The red dots indicate degrees of adversity, so when there are, say, four red dots on the outfield icon, this will indicate that the outfield is slow. Or when there are, say, no red dots on the bounce icon, then this will indicate the bounce is true.

BOWLING

If you bowl first then the bowling controls will appear to the right of the screen.

The name of the opening bowler you chose during Team Selection will appear at the top of the bowling controls.

If you wish to change the bowler at this or any other point in the game, click on the "change" button just under the name to bring up your team, and then select a new bowler. Click on the name of the bowler you wish to select. The new bowler will now appear at the top of the bowling controls.

STAMINA BAR | CHANGE BOWLER

AGGRESSION BAR

SET LENGTH

EDIT FIELD

SET LINE

CHOOSE TO GO OVER OR AROUND THE WICKET

CHOOSE FIELD SETTING

MATCH OPTIONS AND SAVE GAME

Click on Play Over or press the Space Bar to continue the game.

If you have selected any form of highlights, the screen will change to an animated representation of the over, showing the highlight levels which you previously selected. If you chose to view no highlights, then the results of the over will appear instantly.

If you wish to play the over ball-by-ball, then click on the Next Ball button.

Bowling - Attacking and Defensive Levels

You adjust the attacking/defensive level of your bowlers by selecting notches on the bar below the bowler's name. The more attacking a bowler is the more likely he is to take a wicket, but he will also be more prone to conceding runs. Bowlers set to a very aggressive attacking level will lose stamina more quickly.

Bowling - Stamina and Settled

A bowler's stamina rating is represented by the yellow bar on he bowling panel. The yellow dots will decrease as the bowler loses stamina. The green scale on the rim of the stamina bar is an indicator of how settled a bowler is. The green dots increase as the bowler settles into a groove. A bowlers stamina is affected by the weather and the whether or not he has been bowling very aggressively.

Tired bowlers will have a marginally less chance of taking a wicket, just as a settled bowler will have a slightly greater chance of taking a wicket.

Bowling - Setting a Line and Length

To set a line and length for a bowler, locate the stumps on the bowling panel and then click on the area where you

wish to pitch the ball. To set a line, move the ball to the line you wish to adopt: outside the off stump is considered defensive, middle and leg is the most attacking setting. To go over or around the wicket, move the arrow to the left or to the right. Note: in one-day games fielding restrictions apply.

Bowling - Editing a Field and User Defined Fields

To change a field setting, click on the field setting and then choose the new one from the pop-up box.
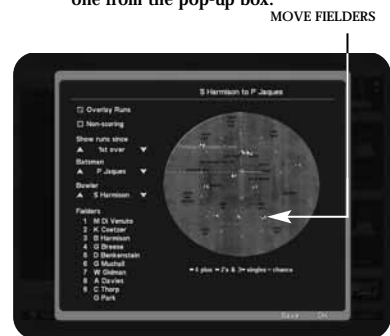
MOVE FIELDERS

To customise a field setting, select edit and then use the mouse to drag the fielders (represented by numbers) on the oval to their new positions. You can "save" this setting by selecting the Save button.

To load a user defined field setting, select the current field setting and then choose User Defined to bring up all your saved field settings. Select the field which you wish to use.

The panel to the left of the Edit Field screen can be customised to display where a batsman is scoring his runs against a particular bowler.

Action Replays

To replay any ball from the over, select the Commentary or Ball Tracker tab and then select the ball you wish to see replayed. You can also replay a fallen wicket by selecting the bowling card and clicking on the wicket in the FoW section.

BATTING

Click on the Defensive/Attacking bar (located on the left of each batsman's controls) to determine how quickly you want to score. Generally a high aggression will result in a higher scoring rate but the more aggressive you are the greater the risk of conceding your wicket. Batsmen who are overly aggressive before they are settled are especially prone to losing their wicket.

Settled

The bar next to the fielder layout has two functions: the green light indicates how settled a batsman is, and the orange lights running vertically indicate how tired a batsman is.

Keep Strike

To protect lower end batsmen from the strike, click on the bat icon on the right of the panel. This will also result in fewer singles being taken.

Lock Batsman

By default your batsmen's aggression is the same against both current bowlers. In certain cases you might want to set this independently, to take advantage of a weaker bowler, for example. Click on the gold chain to open the links. Now you can change the aggression independently for the current bowler. When required, click again to close the links and apply aggression to both bowlers.

Match/Player Analysis

To get an analysis of a player's performance simply click on the player's name in the batting or bowling card. Alternatively, select the 'Match Analysis' button from the Match Screen menu to view the performance of your selected team.

Edit Batting Order

When a new batsman is due to come in, you may select a different batsman than the one currently selected. To do this, scroll through the remaining batsman using the arrow provided until you find the batsman you want.

Following on

If your opponents have a first innings deficit of 200 runs or more in a test match (150 runs in a four day match), you will be invited to enforce the follow on.

Tip: As there are clear advantages to the team issuing the invitation, it is generally recommended you answer Yes when prompted, although there are situations in which you may want to give your bowlers a rest or take advantage of a wearing pitch at the end of a match.

Declaration

Click on the declaration button when you think you have scored enough runs (in a First Class match) and you wish to declare the innings closed.

New Ball

The new ball will be available to the bowling side after 90 overs in a first class match or 80 overs in test matches.

Tip: Don't forget to ensure that you have a fully fit fast bowler ready to use the new ball as this gives a greater chance of taking a wicket.

Breaks

The game will pause for lunch, tea-breaks and bad weather, close of play and whenever there is a change of innings. At this point you will see the match summary screen. This will also enable you to view the scores in other matches if they are being played. Click through the fixtures at the top of the screen.

To see the scorecard for any innings in a match simply highlight that innings and click.

Chapter 5: Tips

Unlike many games, your computer opponent does not cheat, though International Cricket Captain III presents a tough challenge to most captains - especially if you're captaining England! But persevere and take heed of the some of the tips that follow, and success could be yours.

Bowling Tactics:

- Fast bowlers get an advantage with the new ball.

- Spin bowlers will generally not take wickets until the ball is about 15 overs old.

- Take note of the effect of conditions on bowlers. An ordinary medium pacer can become dangerous on a very cloudy day.

- Bowlers in county matches will perform at their best on medium aggression and balanced field setting.

- Use the defensive field settings if a batsman has a big score or you are going for a draw. Use the attacking field settings if you've got plenty of wickets to play with but not much time.

- Attack new batsmen before they are settled by setting bowlers aggression close to the max.

- If you can tie a batting team down in one-day games they will get more aggressive and get themselves out. Bowl outside off stump and use defensive fields. If you don't take wickets it's often worth taking the risk to be more aggressive to slow down your opponents scoring rate. The opposition is more aggressive the more wickets they have left.

- If you are in a very strong position, declare an hour before the close of play in order to give your main strike bowlers an extra spell.

Batting Tactics

- In county and test matches you should have your batsmen on two aggression bars until they are 30% settled and then move up to three. If a bad bowler comes on move up to 4. If a good bowler is taking lots of wickets be more defensive.

- In one day matches try to score at about 4.5 to 5 per over for the first 15 overs (or faster if you're chasing a big target), while the fields are restricted. However, the computer will use its best bowlers, so sometimes it is a

good idea to put lesser batsmen in so that you don't lose important wickets early in the innings.

- When batting second in one day matches, try to keep up with the run rate all the way through the innings. Don't use maximum batting aggression unless you have lots of wickets to play with. Take note of bad or expensive bowlers and use extra aggression against them.

- Look at the weather forecast. If conditions are very cloudy but will improve later, bat defensively until they change. If it will be very cloudy or raining for the first day, put the opposition in to bat. In all other situations it is a good idea to bat first.

- If the other team scores 600 in their first innings you are unlikely to win. Give it a go until you lose a couple of wickets and then shut up shop completely (play defensively) to get the draw. Try to get the maximum batting points as well.

- Generally all batsmen perform at their best on 3 aggression bars, but should bat more defensively while getting settled, and with greater aggression against bad bowlers. The batsman's own aggression rating refers to the scoring rate of the batsman if they are on three aggression bars.

A naturally aggressive batsman will score at a strike rate of 50% or above in county matches, while naturally defensive batsmen will score someway below this if they are both on 3 aggression bar notches. It is important to bear this in mind when selecting one-day sides, because an aggressive batsman will find it easier to score at the required run rate even if they are a generally poorer player. It's also useful to have an attacking batsman in at number 7 in county matches because they can score their runs before running out of partners.

- You may notice that there are some players who do just as well in one-day games (or even better) as they do in county matches. These players will probably benefit from batting at 4 notches (or five notches against bad bowlers) in county matches. Other players do far worse in one-day games and should bat at 2 notches in county games. No player will do well batting at six notches in a county game. This aggression should really just be used when batting against very bad bowlers, attempting a desperate run chase or if making runs before the 120 overs is up in county games.

- If a bowler is using an aggressive field against you, it is sometimes worth taking the risk to score some quick runs to get your batsman settled. The bowler will then adopt a more defensive approach, possibly allowing your batsman to score more freely.

- If you have a batsman keeping strike make sure they are aggressive or you just end up missing singles. The other batsmen should be on 1 or 2 bars of aggression so that they can score singles and get off the strike. Only do this for the first 3 balls of an over if you are playing ball by ball in a vital match.

Managing Your Team

- Youth team coaching can produce excellent young players, but it is always a bit of a risk.

- Extra coaching points are handy but expensive. It is a better idea to use what you have already and ensure all your players benefit by continually moving your resources around the team.

- Coaching has little effect on in-form players. Coaching has a more long term effect on young players than older ones, so a good policy is to direct coaching towards them.

- If you get a good young player give him a three year contract to save money.

- Players will generally accept quite a lot less than they are asking for, but never on the first offer, and not if there are other counties offering close to your offer.

- There are lots of good overseas players so leave these bids until last.

- It's a good idea to try to get a decent spinner if only because they can bowl more overs before tiring, so this way you can play county matches with four bowlers instead of five.

- Players will not be at their best until they have experience. They need to play about 15 county matches before they are good. They will continue to improve slightly with each additional match although they can also lose ability due to age. Test match players need to get experience as well.

- Cricketers need luck as well as skill. A player with a bad average may be good but unlucky. Take note of the number of near misses they get when bowling or batting (the notes section is useful for this), it will give an extra indication of ability.

- Give young players a good run before writing them off. Second team averages also help in deciding if a player is any good.

- Don't drop your best players just because they've had a couple of

bad scores - an excellent player out of form is better than a poor player in form.

- Around the wicket can help get batsmen out after a long innings and is effective against left handers. However, less Lbw's are obtained against right handers.

- Changing to spinners also helps against settled batsmen. An occasional bowler can work if the opposition is comfortable enough to slog against them.

In General

- Batsmen have a tired rating so fitness is important. If they have played a long innings it may be a good idea to adopt a cautious approach when getting close to a day break. They will start the next day fresh.

- Bowlers have a settled rating so bowl them in spells until they have about 3 bars of energy left. Try to do this in one day games as well.

- Some players are more prone to injury than others. If you have a star player that keeps getting injured, sell him or spend lots on physiotherapy so that they return to action more quickly.

Please check our websites for patches and information about the game. You can ensure you have the latest version of the game by selecting Internet

Game from the first screen when you start the game.

www.childishthings.co.uk

http://www.empireinteractive.com

And all that remains to be said is 'good luck'.

Disclaimer

International Cricket Captain is only a game, the results in which are partly influenced by statistics. Some players may perform better than others in the game but this may not necessarily reflect their real-life performances. The salaries in the game are entirely fictitious.

Chapter 6: Internet Game

REQUIREMENTS

(1 CD per player), Internet Play Requires - 56 Kbps modem or faster connection, TCP/IP compliant network and an Internet account.

YOUR TEAM

Before participating in the on-line league, it is recommended that you play the Single Player version to the point where you feel you have built up a good team.

PLAY

Log on to the internet in the usual manner and then load the game as you normally would. Click on the Internet Game option on the opening menu of the game. You will be asked for a password of your choosing, which may be stored if you wish.

Before starting the game, the server will check to ensure you have the latest version of the game, and if you haven't it will then update it. Please be sure to view any README files for any late changes to the game.

CHOOSING A TEAM

You will be shown all the saved games you have stored, choose one of these to play on-line in the current session. You may have up to four participating teams in the online league at any one time. Only saved teams from Full or County and International games played on a Normal skill level are acceptable. Any team listed in grey is not available for play on-line.

You may retire a team by first selecting the team you wish to retire, and clicking on the Retire Team button. WARNING: Once you have retired a team, that team will be permanently retired and may never be used again on-line.

Once you have selected your team you will be asked to name your team. Please note that this will also serve as

your on-line handle for that team. If you have more than one team then you may wish to name them Ducks1 Ducks2 etc. Your name must be unique and you will asked to give another name if it isn't.

THE LEAGUE

Up to 10 players may be displayed at any one time. To see players above and below the currently displayed position use the Next and Previous buttons.

SCORING

Each player will start off with 1000 points in each of the two leagues. The scoring system is based on a chess-style formula which takes into account your current position and experience. For the first 16 games, players will risk winning and losing more points until their level is established. Experienced players will risk losing fewer points when playing against a newcomer. This is in order to prevent expert players gaining easy points.

CHAT

Type in messages to other players.

CHALLENGING

Please note that you can only challenge players who are no more than 800 points away, so the most convenient way to find an opponent is probably to find your own position on-line and then challenge players within 800 points. To execute the

challenge, click on the name of the player you wish to challenge and select ladder or friendly Each player will be notified of the number of points they risk for a win/loss/draw. The player being challenged will now respond. If he/she accepts, then a dialogue box will appear enabling players to negotiate on the type of match they want.

NEGOTIATIONS

The parameters for the match are as follows:-

Match Type:

Friendly (no points at risk) or Ladder.

Match Length:

You can play one day or 4 day county matches.

Time Reserve:

This is the time you are allowed per match to make your match decisions. Each player is allowed a "free" 15 seconds per turn. This works very much like a chess clock; when your time runs out then play will continue automatically.

Ball by Ball limit:

This is very useful for one-day matches. It enables you to specify the maximum number of overs you would like to play ball-by-ball, though this does not mean that you have to play all the overs denoted in this manner.

Highlights Level:

Set the highlights level as you would do in a solo match. Player 1 (the challenger) sets the above parameters first and then clicks on the Ready button. If Player 2 (the challenged) is happy with these then he clicks on Ready also. If he wishes to change the match parameters then he goes through changing the settings he doesn't like. When he is finished he then clicks on Ready. This process is repeated until both players are "ready" at which point Player 2 clicks on the Start button and the match commences.

If players are unable to agree on the type of match they want, then either player may click on the Reject button and the challenge will be cancelled.

THE MATCH

The key difference between an on-line match and a solo game match are the time clocks. These appear below the Play Over button. The clock to the left is your clock and the clock to the right will always be your opponent's.

Fielding:

If you are the team in the field then make your changes in the way you would in a solo game. When you have finished click on Play Over or Ball-By -Ball, as the case may be, to transfer the game to the batting team. The time you have taken to

make these changes will be deducted from the time clock.

Batting:

You will be able to respond to the bowling and fielding changes before each over. Once you have decided on your tactics, as you would do in a solo game, click on Play Over. As soon as you do this do this, the time clock will stop and show the amount of time you have left for the match.

Notes:

If one minute elapses without any action being taken, the game will proceed automatically. Time is only deducted from your clock for the time you have taken, irrespective of whether you are batting or bowling.

CHAT

You may send messages to your opponent by typing in the Chat box along the bottom half of the screen. To extend the chat box and view previous messages, click on the Chat tab.

ON-LINE AVERAGES

The batting and bowling averages accumulated in your online game are stored in the saved game and will be updated after every completed match.

DISCONNECTIONS

Because of the size of the saved game files we are unable to store games on-line. Unfortunately this means that matches that are disconnected whilst in progress will be lost. Previously we adopted a code of honesty and did not penalise disconnections. This system has been abused, so now a disconnection will be treated as a lost game and the player who disconnected will be deducted the relevant points. This will mean a genuine disconnection will be counted against you. If you suffer a high number of disconnections (more than 10%) it is recommended you change ISP as not all are best set up for on-line gaming.

A team's number of unfinished matches is listed on the ladder. Teams with what might be considered a high number of unfinished matches, in relation to the number of matches played, should be approached with caution.

PROXY SERVER

If you want to log on through a proxy server you will need to contact your system administrator and ask him to allow access to port 2269.

END GAME

When you have finished the match you will be taken back to the Ladder and your score will be updated.

Credits

ChildishThings

Game Design: Chris Child, Brian Walker

Programming: Chris Child, Andy Yau

Interface Design: Andy Yau

Network Programming: Dan Thomas

Atomic Planet

Managing Director: Darren Falcus

Operations Director: Jason Falcus

Finance Director: Mark Hargreaves

Producer: Phil Gilbert

Programming: Gary Gray, Andrew Porritt, Andrew Taylor, Martin Pegg

Technical Support Assistance: Paul Margrave, Martin Pegg

Art Manager: Dave West

Artists: Dave Drury, Andy Stockton, Trev Storey

Animation: Chris Rubery

IT Co-ordinator: Tim Jennings

Empire Interactive

Senior Producer: Daniel Llewellyn

Executive Producer: Steve Hickman

QA Manager: Dave Cleaveley

Lead Tester: Phil Octave

QA Tester: Kyle Brewer, James Davis, Oliver Pareja, Paul Jackson, Simon Collins, Nith Thiruudaian

Packaging Design: Linards

Artwork: Jayshree Mistry, Andrew Philp, Nicole Smith, Lana Welch

Marketing: Rob Noble

Mastering & Technical Support: Haydon Farrar

Commentary: Jonathan Agnew

Database: Peter Griffiths of CricketArchive.com

Additional Database Information: Chris Child, Bronia Housman.

Ground Information: Cricinfo

Special thanks to: Patrick Eagar for his wonderful photography.

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www.childishthings.co.uk

http://www.empireinteractive.com/

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