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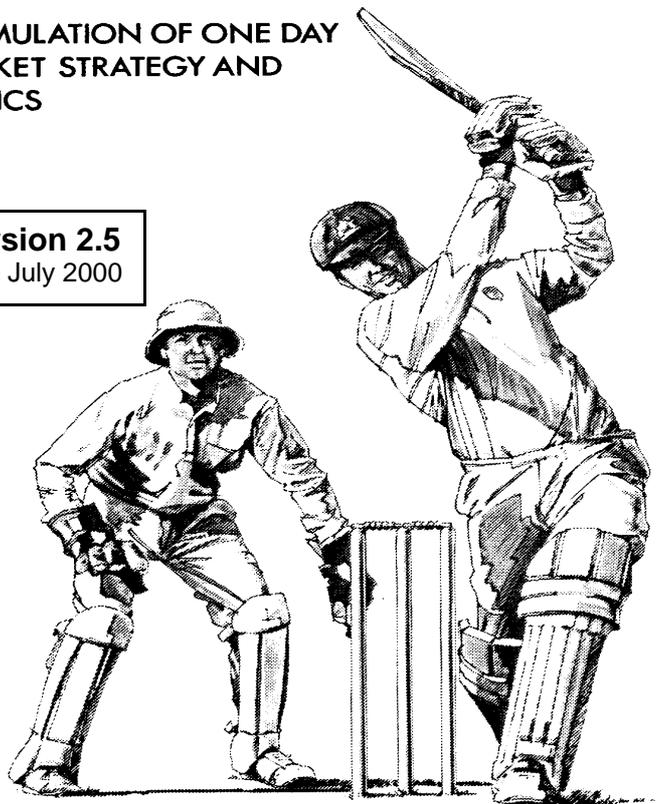
run chase

A SIMULATION OF ONE DAY CRICKET STRATEGY AND TACTICS

Version 2.5
29th July 2000

1 GENERAL RULES

1.1 THE LEAGUE   Leagues in Run Chase are made up of one, two or three divisions of six teams each, normally the latter. Two teams are promoted and relegated between divisions at the end of each season. Each season is ten weeks long (each team plays each other team in the same division twice, home and away) with an additional round of "warmup" games between seasons.

1.2 LEAGUE STANDINGS   Standings in the league table are decided by total points, which are ten points for a win and five for a tie, plus one bowling point for every two wickets taken and one batting point for every fifty runs. These batting and bowling points are awarded for totals in each game, not totals across the season (250 in one innings is worth five points, but 125 twice is worth only four).

Tie-Breaker: If teams are level on points in the league table then the tie-breaker is (1) the higher numbers of wins, (2) 2nd XI points, (3) 2nd XI wins and then (4) 1st XI standings the previous week.

1.3 SECOND ELEVENS   Teams also play 2nd XI games against the same opponents as 1st XI games, but there's no separate promotion and relegation for 2nd XI teams (they go up and down with the 1st XI, so as to go on playing the same fixtures).

1.4 WARMUP GAMES Warmup games are practice games played between your 1st and 2nd XIs. Your 1st XI always bats first in warmup games, ignoring whatever option you set (the point is to get as much practice as possible, which means you want the stronger side to bat first). Stats from warmup games are recorded in your 2nd XI stats (even those made by your 1st XI players).

1.5 DEADLINES There is a deadline for each turn, usually two weeks apart on the same day of the week. Your orders should arrive on or before the deadline. Faxed orders should arrive the day BEFORE the deadline. If your orders arrive too late then they are set aside: if no orders arrive from you for the next deadline then your late orders are used instead, and if new orders do arrive then your late orders are discarded. Under no circumstances will two sets of orders be processed together. If you miss a turn there is no way to make up extra orders to "catch up".

1.6 TURN CREDITS One turn credit is deducted for each turn played. Your first unpaid turn may be mailed at the discretion of the GM, but subsequent unpaid turns are not mailed. Current turnfees are indicated in startup information and game reports. When the prices of turn credits are changed any credits already bought are normally still worth a full turn.

1.7 TURNSHEETS Your orders should always be submitted on the turnsheet provided. The turnsheet is normally the last page of your game report. In many cases your turnsheet shows the orders you gave for your last game and you should only to fill in those sections when they change. You do not need to fill in anything that isn't changed, and should not cross out the old orders when you enter new ones in the boxes provided.

The turnsheet includes lots of boxes in which to enter most of your instructions for each game, and also a number of multi-purpose "action" boxes that can be used for things that only need to be changed occasionally.

1.8 ACTIONS The various different actions are explained in this rulebook in whichever section they relate to and in each case an example of that action is given. Actions are identified by one word codes. You must use the correct codes. Some actions require a value (in LPs) and/or player numbers (squad number, free agent number or trade number) which should be given in the appropriate boxes, and some use the "which" box to give more information about what you want to do. If you enter the wrong numbers in the wrong boxes then the wrong things are likely to happen.

1.9 CORRECTIONS   In any play-by-mail game, it is necessary to be precise with your instructions. It is NOT the job of the GM to interpret your orders, but only to enter whatever orders you give (even though there are some "automatic" corrections that are made by the computer to prevent some of the most obvious foul-ups).

1.10 PLAYER NUMBERS   Players are always identified in orders by numbers rather than by names (identifying players by name is liable to spelling and typing errors). Players in your own squad are identified by their squad numbers (from 1 to 24). Players who are free agents available to be signed are identified by numbers from 100 to 199, and players available from other teams in trades are identified by numbers from 200 to 299.

1.11 STARTUPS   There are two ways to start in the game. The most usual way is to take over an existing team where the previous manager has dropped out (stopped playing). In this case you start with an LP balance of 500 (or more, if the team has accumulated a higher balance) and go straight into play at whatever stage of the season the league has reached with whatever team the previous coach left behind. From time to time there are new leagues starting up from scratch, and there are separate rules (see section 12) for how to form an initial squad in a new league.

1.12 WORLD LEAGUE   There is a second Run Chase league format for International Cricket. Leagues are restricted to one division of six teams. There is no 2nd XI competition, no free agent list and no trading list. The actions OVERSEAS, SIGN, SCOUT, TRADE, MARK, MERC, MEMBERS, REST, REST1, REST2, PICK2NDS, TACTICS2, 2NDCAP and 2NDKEEP are also not used in the World League version.

In the World League format you change your squad around by using the YOUTH action (which "scouts" players directly into your squad). Once a player is discarded from your squad (it's a biggish squad) he is gone forever.

2 LOSING POINTS

2.1 LOSING POINTS Losing points (usually abbreviated to LPs) are the "currency" of the game. LPs are required when you wish to sign new players, and are also needed for coaching. You normally need to have LPs in hand before you can spend them (there are some exceptions, usually that allow you to make actions that will reduce your costs and save LPs later). If you haven't enough LPs you'll be unable to coach, sign new players (except signing cheap players to replace expensive ones) or make any marketing or similar actions.

Note: Losing points are so named because the more you lose, the more you get, although in Run Chase this happens by a slightly roundabout route.

2.2 INCOME Your income each turn is 500 LPs, plus whatever you earn from members, marketing and merchandising (any earned from player movements go into your balance separately, and don't count in your "income" for the turn).

2.3 MEMBERSHIP Each team receives extra LPs each week equal to four times their current membership. Each point represents a thousand members, and all teams start the game with a membership of five. Additional members can be recruited by spending LPs with the MEMBERS action (see below). At the end of each season your membership is halved (you have to keep recruiting new members all the time).

The MEMBERS action is used to recruit additional members. Enter MEMBERS in the "action" box and the increase in membership in the "number" box. The maximum increase in a single action is nine. The cost in LPs of this action is (NEW x NEW plus INCREASE x INCREASE) where NEW is the new membership level and INCREASE is the increase in membership.

 ACTION [MEMBERS] WHICH [   ] NUMBER [7] VALUE [   ]

To calculate MEMBERS costs, decide on the increase you want to make, and look up it's square (below). Look up also the square of what would be your new membership total (current membership, plus the increase). The two squares added together is the cost of the action.

Number: 1   2   3   4   5   6   7   8   9   10   11   12   13   14   15   16   17   18   19   20

Square: 1   4   9   16   25   36   49   64   81   100 121 144 169 196 225 256 289 324 361 400

Example: In the example above, if you started with a membership of 5 then the cost would be 193 LPs (49 LPs for the increase of 7, plus 144 LPs for the new total of 12).

2.4 MARKETING Each team receives extra LPs each week according to number of LPs previously spent on marketing (actually equal to the square root of the total spent up to the previous turn, with fractions ignored). Your marketing total also increases by one each time you win a game, each time you bowl out the opposition, each time one of your players scores a century, and each time one of your players takes four or more wickets. At the end of each season your marketing total is halved.

The MARK actions is used to spend LPs on marketing. Enter MARK in the action box and the amount spent in the "value" box. The most you can spend in one action is 99 LPs. This is added to the tally of marketing spending.

 ACTION [MARK] WHICH [   ] NUMBER [   ] VALUE [25]

Note: To work out your marketing income, look up your current total of LPs spent on marketing in the lower line of the tables of squares (see 2.3, above). If it falls between two values, look at the lower value. The top line shows your marketing income.

Example: A marketing total of 40 produces an extra income of 6 LPs.

2.5 MERCHANDISING   Each team may receive extra LPs when it wins (1st XI only) according to the number of LPs spent previously on merchandising. The merchandising total is reduced by ten percent (rounding up) and DOUBLE this amount is received as income (the merchandising total represents your stock of merchandise, so it's reduced when you sell it, but you sell it for more than it cost). At the end of each season your merchandising total is halved (you have to throw away old stock, or sell it off cheap).

The MERC action is used to spend LPs on merchandising. Enter MERC in the action box and the amount spent is entered in the "value" box. This is added to the tally of spending for merchandising. The most you can spend in one action is 99 LPs.

 ACTION [MERC] WHICH [   ] NUMBER [   ] VALUE [10]

Example: If your merchandising total was 46 LPs and you won your 1st XI game, then your total (stock) would fall by 4 LPs to 42 LPs and your extra income would be 8 LPs.

2.6 WAGES   Each player is paid wages (in LPs) each week (turn) at a rate of one tenth of their current player value (rounded down). See paragraph 3.7 for more on player values. Wages are deducted from income.

Note: The wages total in the game report is your wage total for the game this week, calculated BEFORE your actions are processed. Your squad listing shows player details updated AFTER your actions and games. The two figures will often not match, due to player movements and changes in player values.

2.7 BONUSES   When your 1st XI wins then each player in that game gets a bonus (in LPs) paid from your income. The bonus is equal to their wages, except that bonuses can only be paid from what's left of your income after wages have been paid. If there's not enough income to pay all bonuses then the bonuses are reduced (no income is received: it's all paid out in bonuses). No bonuses are paid for 2nd XIs.

Note: This means that once some LPs are added to your balance they stay there until you spend them. They can't be gobbled up in bonuses.

3 PLAYERS & SQUADS

3.1 YOUR SQUAD   Each team has a squad of exactly 24 players. Any time you sign a new player you must release another one to make room, and any time you release a player you must sign someone to replace him. Your players are always identified in your orders by their "squad number". Your team each week is picked from among the players already signed.

3.2 PLAYER NAMES   Names are assigned to players at the start of the game, but may be changed or swapped around later. The general rule on player names is that they should be appropriate for the team, and match current or recent real life players.

The RENAME section can be used to change the name of a player in your squad. Give the squad number of the player in the number box, and his new name in the name boxes.

 NUMBER [22] NAME [BLOGGS] FORENAME [FRED]

The SWAP action is used to swap the names of two players in your squad. Enter the squad numbers of the players in the "number" and "value" boxes. The names are swapped over but the player details stay where they are (ie. attached to the same squad numbers). This action is entirely cosmetic, intended to help you to attach player names to the appropriate players (so that players have the same or similar player types and skills to their real life counterparts).

 ACTION [SWAP] WHICH [   ] NUMBER [18] VALUE [14]

3.3 PLAYER TYPES   Each player is classified as one of four types, listed below. These types are not normally important (actual skills are separate from player types, and players that begin as one type can easily develop into another) except for the rules for form (see 4.1). Player types may be changed when appropriate.

BAT	Batsman	Includes wicket-keeper batsmen, and batsmen that bowl.
ALL	All-Rounder	Usually can bat and bowl, sometimes equally bad at both.
BWL	Bowler	Includes many bowlers that also bat.
WKT	Wicket Keeper	Usually better keepers than wicket-keeper batsmen.

Note: In early versions of the game there was a separate type for wicket-keeper batsmen (WKA). You may see some of these players still in action. Now they get classified either as BATs or proper WKTs.

3.4 CHANGING PLAYER TYPES   You can change a player between types (BAT, BWL, ALL or WKT) using the actions BATTER, BOWLER, AROUNDER or KEEPER). A player must be at least a 2nd class batsman (see 3.5, next) to become a BAT, a 2nd class bowler to become a BWL, a 2nd class in both to become an ALL, and have a wicket keeping level of at least 2 to become a WKT. Players that don't meet these requirements can't change type. There's no cost.

 ACTION [BATTER   ] WHICH [   ] NUMBER [10] VALUE [   ] changes no 10 to a BAT

 ACTION [BOWLER   ] WHICH [   ] NUMBER [18] VALUE [   ] changes no 18 to a BWL

 ACTION [AROUNDER] WHICH [   ] NUMBER [8] VALUE [   ] changes no 8 to an ALL

 ACTION [KEEPER   ] WHICH [   ] NUMBER [17] VALUE [   ] changes no 18 to a WKT

Note: As far as I can see this doesn't actually do anything useful, but people kept asking for it as an option, and it's simple enough to do.

3.5 PLAYER CLASSES   The basic batting and bowling abilities of each player are shown by his batting class and bowling "class". Classes are fixed during a season, but are modified according to form (see 4.1), and may change from season to season (see potential and age, paragraphs 4.2 and 4.3). There are six classes, listed below:-

Wld	World Class	The highest class, a player at the top of the game.
Int	International	A player of international quality.
1st	1st Class	A county (or state) level player, probably a first team regular.
2nd	2nd Class	A less able player, but probably OK at whatever he's good at.
3rd	3rd Class	A bit-part player, able to make an occasional contribution.
4th	4th Class	A rabbit.

An "L" shown after a batting class (eg. 1stL) indicates a left handed batsman, An "L" shown after a bowling class (eg. 2ndL) indicates a left arm bowler.

Important Note: The "class" of a player is an estimate of his ability, not his actual ability. There is a range of actual abilities within each class, and other strengths and weaknesses are not taken into account when calculating "class". A difference in class between players can be very significant, but can also be very small. In many cases a player of lower class in a situation that suits him will be more effective than a player of higher class in a situation he doesn't like (eg. an 2nd class batsman with attacking "adds" will often be more effective in a chase than a 1st class batsmen without).

You should judge a player by his results (the stats he produces, and when he produces them) and not by his reputation (what the squad listing says about him...).

3.6 CLASS & FORM   Where the "class" of a player is given in reports his current form (see 4.1) may also be shown if this is enough that the player is effectively playing at least one class higher or lower. Good form is shown as "+", and poor form is shown as "-". Good form worth two classes or more is shown as "++". Good or bad form worth less than a whole class is not shown (but you can usually get a better idea of what sort of form a player is in by looking at his stats).

Examples: "2nd+" means a 2nd class player, currently playing at 1st class level. "1st-" is a 1st class playing in such poor form that he's currently only as effective as a 2nd class player.

3.7 PLAYER VALUES   The "minimum" signing cost (or "standard value") of each player is calculated according to his batting and bowling classes (thirty LPs per class) plus captaincy and wicket keeping abilities (both 10 LPs per strength), as follows:-

Batting	Bowling	Captaincy	Keeping
Wld: 150 LP	Wld: 150 LP	Cap 1: 10 LP	Wkt 1: 10 LP
Int: 150 LP	Int: 150 LP	Cap 2: 20 LP	Wkt 2: 20 LP
1st: 120 LP	1st: 120 LP	Cap 3: 30 LP	Wkt 3: 30 LP
2nd: 90 LP	2nd: 90 LP		
3rd: 60 LP	3rd: 60 LP		
4th: 30 LP	4th: 30 LP		

Example: A player with 1st Bat, 2nd Bwl, Cap 1 has a min value of 120+90+10 = 220 LPs.

In an initial selection when the league is first set up (see paragraph 2.3) you pay only this minimum signing cost for each player selected. Later in the game you must bid against other teams in order to sign new players, in which case you may offer more than the minimum amount (and will often need to in order to get the player).

Increases: Player values increase by ten when a player gains a class in the season update (see 4.3) and by one each time a player make a form gain for an individual score (see 4.1). There's no reduction in value for a step down or loss of form.

3.8 NOBOWL, NOKEEP & NOCAP   The NOCAP, NOKEEP and NOBOWL actions can be used to reduce the value of a player (which also means reducing the cost of his wages and bonuses) by eliminating some of his abilities. The NOBOWL action deletes the bowling class and type of a player, while NOKEEP works the same for wicket-keeping abilities, and NOCAP for captaincy.

 ACTION [NOBOWL] WHICH [   ] NUMBER [20] VALUE [LP]

 ACTION [NOKEEP] WHICH [   ] NUMBER [18] VALUE [LP]

 ACTION [NOCAP   ] WHICH [   ] NUMBER [18] VALUE [LP]

The value of the player is reduced by ten for each captaincy and keeping strength removed and thirty for each bowling class removed.

3.9 BOWLING STRENGTHS   There are nine different bowling strengths (listed below) and each player can have up to two strengths in each. Players with strengths in spin bowling do not normally have strengths in pace bowling. Each strength is normally identified by a single character code. The actual bowling strengths of your players are listed only in your team report, and opponents see only their "bowling type" (see 3.10, next).

The bowling strengths for seam, swing and pace bowlers are as follows:-

P: PACE   Bowls fast, and maybe straight.
B: BOUNCE   Makes the ball lift from a variety of lengths.
M: SEAM   Moves the ball off the wicket.
I: INSWING   Moves the ball in the air, in to a right handed batsman.
O: OUTSWING   Moves the ball in the air, away from a right handed batsman.

The bowling strengths for spin bowlers are as follows:-

T: TURN   Spinning the ball, making it deviate off the wicket.
F: FLIGHT   Control and variation of flight and length, with disguise.
V: VARIATION   A range of different deliveries, with disguise.
X: SPEED   Ability to bowl flat and "quick" (ie. less slow) while spinning the ball.

3.10 BOWLING TYPES   There are seven different bowling types, listed below. These are used to describe the bowling strengths of the player in selection lists, free agent lists and the league roundup.

LEFT ARM: Any left arm bowler with strengths in spin categories.
LEG SPIN: Any right arm bowler with VARIATION greater than one.
OFF SPIN: Any other right arm bowler with strengths in spin categories.
PACE: Any bowler with both PACE and BOUNCE, or more than one PACE.
FAST MEDIUM: Any other bowler with at least one PACE strength.
SWING: Any other bowler with more swing strengths than SEAM or BOUNCE.
SEAM: Any other bowler with more SEAM strengths than BOUNCE.
MEDIUM: Any other bowler not falling into one of the types above.

3.11 BATTING WEAKNESSES   Each player is rated for bowling strengths against which he is weak when batting. Batting weakness take the same form as bowling strengths, except that a player can have up to three weaknesses in each.

Note: The distribution of batting weaknesses is different from the distribution of bowling strengths. Some of the less common bowling strengths match the more common batting weaknesses.

3.12 ADDS   Each player has one or two "adds" which represent the batting and bowling style or personality of the player. These increase both his batting and bowling abilities in different game situations and also contribute to his run rate and wicket rate. Doubled adds (ie. both "adds" the same) are possible and cumulative (i.e. they both count).

A:	Attack	More effective in attacking situations.
D:	Defend	More effective in defensive situations.
C:	Cruise	More effective in "cruise" situations.

Note: Adds are a very important part of the abilities of your players. Different players are more or less effective in different situations, and you want to get the right players into the game at the right time.

3.13 FIELDING STRENGTHS   There are five different fielding strengths, and each player can have up to three strengths in each.

G:	GROUND	Fielding the ball on the ground, quickness and accuracy.
D:	DEEP	Fielding on the boundary, and a "strong arm".
S:	SLIPS	Close catching, quick reactions, reliability and concentration.
H:	HANDS	Safe catching in the outfield (or lofted balls anywhere).
R:	RUNNING	Speed "inside the circle", plus running between the wickets (when batting)

3.14 WICKET KEEPING   All players classified as wicket keepers and some batsmen are rated for their wicket-keeping abilities. A batsman with a rating for keeping wicket is a "wicket keeper batsman".

There are two actions available to allow you to select which player is to keep wicket in each game. These nominate your "normal" first team and second team wicket keepers. Which one actually keeps wicket in each game depends on who you actually pick in the team and who you've previously appointed with these actions. Enter 1STKEEP (for 1st XI) and 2NDKEEP (for 2nd XI) in the "action" box and his squad number in the "number" box.

ACTION [1STKEEP] WHICH [   ] NUMBER [7] VALUE [   ] 1st team keeper is no 7

ACTION [2NDKEEP] WHICH [   ] NUMBER [19] VALUE [   ] 2nd team keeper is no 19

3.15 CAPTAINS   Any player may be rated for his ability as a captain. The rating of the player you select as your captain modifies the strengths of the rest your team in a variety of ways. Poor captaincy will normally be most visible in terms of fielding errors (dropped chances, extra runs given up) but will also affect batting and bowling performances and form gains. Captaincy strengths also act as extra "adds" in pressure situations (in a crisis, you want these guys to be in the thick of the action).

There are three actions available to allow you to nominate your "normal" first team and second team captains and your first team vice captain.

The actual captain in each game depends on who you actually pick in the team and who you've previously appointed with these actions. Enter 1STCAP (for 1st XI), 2NDCAP (for 2nd XI) and VICECAP (for vice captain) in the "action" box and his squad number in the "number" box.

ACTION [1STCAP   ] WHICH [   ] NUMBER [4] VALUE [   ] 1st team captain is no 4

ACTION [2NDCAP   ] WHICH [   ] NUMBER [12] VALUE [   ] 2nd team captain is no 12

ACTION [VICECAP   ] WHICH [   ] NUMBER [13] VALUE [   ] vice captain is no 13

Example: If your first team captain is out of the side, then your captain in a first XI game would be the vice captain (but if the vice captain was missing as well, but the second team captain was playing, then he'd take charge).

4   FORM & POTENTIAL

4.1   FORM   Form strengths are temporary modifications to playing abilities according to good or bad play and coaching. Players with good form play above their normal ability. Batting and bowling form are independent of each other, and a player can be in good form with one and bad form with the other. There are separate routines for gaining and losing form, based on scores and averages, as follows:-

Scores Each Game   Each game, each player scoring 100 runs gains two batting form, each player scoring 40 runs gains one, and each player scoring less than ten loses one. Each player taking three or more wickets gains one bowling form.

Averages   After each game, for each of batting and bowling, the accumulated averages (batting average, bowling average and bowling run rate) for each player is compared to the average for all players of the same class. Form may rise or fall towards the "expected form" for each average (see the "obscure note" below if you really want the gory details). The averages used for form gains and losses take undefeated innings into account, as well as wickets thrown away while slogging.

Obscure Note: The "expected form" depends on the deviation of the average for the player from the mean of that average for players in the same class (ie. the "average" average for the class).

Second XI   After a second XI game, a player may gain or lose form according to his scores in the normal way, but form changes for averages (if any) are limited to those restoring his form towards zero (ie. players in form can lose it, and players out of form can gain it back, but otherwise the only form changes are those for scores).

In a week when a player gains or loses form according to his scores he does not gain or lose form according to his averages. But his averages may still be around to trigger form changes in later weeks.

Gold Award   The Gold Award is the man of the match for each game, based on stats achieved. The winner of the Gold Award gains extra form independent of the usual form gains and losses.

4.2   POTENTIAL   Batting and bowling classes are not fixed, and increases in "form" can become permanent at the end of the season. Potential is the ability to convert good form into permanent improvements in class. Each player normally loses one point of potential at the end of each season, and this may or may not be converted to an increase in ability. Once a player has no more potential then he is likely to start to lose batting and bowling classes instead. Players must also have potential in order to be coached (see section 6).

4.3   SEASON UPDATE   Players age one year each season. A player's age influences the chance of him losing playing abilities at the end of each season, and together with his potential and first XI experience decides the chance of form gained during the season being converted into permanent changes of class. Players will usually improve in ability if they have form and potential, decline if they are old and do not have form, and otherwise lose potential without improving. The older the player, the more form is needed to make a permanent gain or avoid a permanent loss. At the end of the season each player loses one fielding strength (captaincy strengths cannot be lost).

Changes in abilities are reported in the roundup at the start of the new season. Players may also carry some form over into the new season.

Note: Player abilities may rise or fall without visible changes of class (see note with paragraph 3.5).

Strengths & Weaknesses: When a player gains or loses a class as a result of age then he may also gain or lose strengths or weaknesses as appropriate. Younger players gaining classes may gain potential instead of changing strengths & weaknesses.

5 PLAYER MOVEMENTS

5.1 PLAYER MOVEMENTS   All player movements (signings and trades) occur after the games for that week have been played. A player who is released MAY PLAY in the same week as he is released. A newly signed player MAY NOT PLAY until the turn after his arrival.

5.2 FREE AGENTS   Free agents are players who are not currently signed for a team in the game, but who are available to be signed. The current list of free agents is given in the league report each week, and each player on the list is allocated a "free agent number" (free agents are numbered from 101 to 199) which is his unique identification when you are trying to make signings (see 5.7).

5.3 COMPENSATION   Whenever a player signs for your team the player he replaces is released and becomes a free agent. You recover half the value of the player released. If he is subsequently signed by another team then you also receive half what his new team paid for him.

5.4 SCOUTING   Teams may scout for new players. You can specify the type of player you want to find, but you will rarely get exactly what you hope for (in general, the more exact your requirement the lower the quality of player you're likely to find). The new player appears on the free agent list, and any team may subsequently bid to sign him. Enter SCOUT in the "action" box and the "scouting type" (the type of player you want - see the list below) in the "which" box.

Scouting types:-

ANY:	any type of player, no restrictions	PACE:	a pace bowler
ALL:	any all-rounder	YOUTH:	a young player with potential
BAT:	any batsman	SEAM:	a seam, swing or medium pace bowler
BWL:	any bowler	SLOG:	an attacking batsman
LA:	a left arm bowler	SPIN:	a spin bowler
LH:	a left handed batsman	WKA:	a batsman that can keep wicket
LS:	a left arm spinner	WKT:	a wicket keeper
OFF:	an offspin bowler	LEG:	a leg spin bowler
OPEN:	a batsman suitable as an opener		

ACTION [SCOUT] WHICH [PACE] NUMBER [   ] VALUE [   ]

5.5 OVERSEAS PLAYERS   The OVERSEAS action works the same as the SCOUT action (putting a new player on the free agent list) except that it produces an overseas player, with player values half as much again as normal and they'll normally be stronger than home-grown players. Each team is allowed only one overseas player, and to sign one you need to bid for him against rival teams in the usual way.

ACTION [OVERSEAS] WHICH [LEG] NUMBER [   ] VALUE [   ]

Note: Overseas players are expensive, and you'd better be sure he's someone you really need for your team before signing him. But if you want a player who'll make a big impact right away, then you'd better look overseas. - if you can afford it.

5.6 YOUTH SCOUTING   The YOUTH action creates and signs a free agent "youth" player straight into your squad (he doesn't go onto the free agent list, and other coaches don't get to bid against you). The format is the same as a SCOUT action, except you must also say which player is to be released to make room (enter his squad number in the "number" box). You pay whatever the new player costs (the normal minimum value: see 3.7). You recover the usual half of the value of the player replaced, plus some more if/when he signs for someone else (see 5.3).

Note: This is the quickest way to go about reducing your wage bill, but in the county game you won't get players who are going to make an immediate impact.

World League Version: In this version of the game, where there are no free agents or movements between teams (obviously) this action is the only way or signing new players, and the strength of the players it produces has been modified to suit the format. Sometime we'll probably change the name of the action to something more suitable.

 ACTION [YOUTH] WHICH [ANY] NUMBER [12] VALUE [   ]

5.7 SIGNINGS   You can bid for any player currently on the free agent list by using the SIGN action. Enter his free agent number (it'll be in the range 100-199) in the "which" box, the value of your bid in the "value" box, and the squad number of the player he is to replace in the "number" box. In normal circumstances you may bid any amount from the minimum value up (see 3.7). and the player signs for the highest offer during that turn (other teams may be making bids for the same player at the same time). Where equal highest bids are made for the same player in the same turn the successful bid is decided at random.

 ACTION [SIGN] WHICH [107] NUMBER [22] VALUE [135 LP]

5.8 NO LOSING POINTS   If you have no LPs, then you can only use SIGN actions if the player you release has a higher value than the cost of the player signed (it's allowed only because it'll bring your costs down in the long run) AND any bids you make will be reduced to the minimum bid (you may not bid extra - so you'll be at a disadvantage if you're bidding against anyone who has LPs to spare). YOUTH actions are also still allowed when you have no LPs.

5.9 TRADES   The TRADE action can be used to make one of your own players available to bids from other teams. Enter TRADE in the "action" box and the squad number of the player in the "number" box. You don't get to choose an offer value: the value at which the player is available to be signed is his "standard value" (based on abilities rather than his current contract value). Players offered for trade can play normally while they're on the trade list.

Example:- ACTION [TRADE]   WHICH [   ]   NUMBER [22]   VALUE [   ]

Players offered for trade are shown on the trades list, and can be signed by any team. If another team offers to sign him using the SIGN action (which works in the normal way, but with player numbers in the range 200-299) then he is replaced immediately with a youth player (the same as you'd get from a YOUTH action). You get half the old value of the player traded plus half his signing value, but you must also pay the normal cost for signing the replacement.

If you change your mind about trading someone (before anyone else makes a bid for him) then you can use the SIGN action yourself to sign him back. You might also to do this (put him up for a trade and sign him back) to reduce a player value if you think you're paying him too much (if his offer value will be less than his current value).

Warning: Unlike some of our other games, you have no priority in signing back your own players. You must compete with anyone else trying to sign him in the usual way, and he signs for the highest bidder

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6   COACHING

6.1   COACHING   There are five coaching actions that can be used to modify some of the strengths and weaknesses of your players. The ADD action changes his "adds" (see 3.12), the BAT action reduces his batting weaknesses (see 3.11), the BWL action increases his bowling strengths (see 3.9), the FORM action increases his form (see 4.1) and the FIELD action improves his fielding abilities.

Potential   Coaching is only allowed for players with potential (see 4.2) and BAT, BWL and FIELD actions also cost one point of potential.

Costs   All coaching actions cost a number of LPs equal to the age of the player.

6.2   ADDS   If a player has fewer than two "adds" then you may fill in the gap. Enter ADD is the "action" box, the squad number of the player in the "number" box, and the code for the new "add" in the "which" box.

If a player already has two adds, then this action deletes one corresponding to the code in the "which" box (presumably in order to allow you to enter a different one with a later action).

ACTION [ADD]   WHICH [A]   NUMBER [12]   VALUE [   ]

6.3   BATTING   If a player has more than one batting weakness the same then this action may be used to remove one. You cannot remove the last remaining weakness in each category.

ACTION [BAT]   WHICH [P]   NUMBER [3]   VALUE [   ]

6.4   BOWLING   If a player has one bowling strength in a category other than pace, bounce or variation, then this action may be used to add a second strength in that category. Note that you cannot give a player a strength where he does not already have one, and you cannot give a player more than two strengths the same.

ACTION [BWL]   WHICH [F]   NUMBER [10]   VALUE [   ]

Note: You cannot coach bowlers in pace, bounce or variation as these strengths are used to determine the bowling type of the player (which shouldn't change: you can't turn a medium pacer into a fast bowler, or an off spinner into a leg spinner, etc.).

6.5   FORM   This action adds one point of form to the player chosen. Batsmen and wicket keepers get batting form, while bowlers get bowling form. All-rounders get bowling form if their bowling form is lower than their batting form (and batting form otherwise).

ACTION [FORM]   WHICH [   ]   NUMBER [18]   VALUE [   ]

Note: The FORM action usually doesn't give any visible feedback. Nothing appears to happen, but it does actually work - even if you can't see it. There's nothing to stop a form gain you coached being removed the same turn if the player performs badly or has poor averages (but this would only happen if he'd have anyway if he wasn't coached - he'll still have better form than he would've otherwise), and he'll still have been in better form in the game just played, with a better chance of doing well.

It's up to you to judge when it's worth trying to gee a player along (when he's in a run of bad luck) and when it's better to let him slide and see if his luck and his form change without help.

6.6   FIELD   This action is used to coach one fielding ability of the chosen player. Enter the fielding strength (G - ground, D - deep, S - slips, H - hands, R - running, K - keeping or C - captaincy) in the WHICH box and his squad number in the NUMBER box. You may only coach from level one or two.

ACTION [FIELD]   WHICH [G]   NUMBER [16]   VALUE [   ]

7   GAME INSTRUCTIONS

7.1   FORMAT In many sections of the turnsheet there are two boxes for each instruction, one above the other, with the top box (usually a row of boxes) showing your current orders and the (empty) lower box being provided for you to enter changes. If what you want is already in the upper box, then leave the lower box empty.

7.2   BATTING & BOWLING TARGETS These set the target score for the first innings (your batting target if you bat first, bowling target if you bowl first). In the second innings the target is whatever total was scored by the team batting first, of course, so only one of your targets will be used in each game. Your batsmen will try to keep up with the batting target, and your bowlers will try to keep the opposition below the bowling target. Batting and bowling targets for your 2nd XI are the same as for your 1st XI.

7.3   CALCULATION OF TARGETS During play the overall targets (batting and bowling) for the innings are converted to a target for each over. There are several different schemes for doing this, according to different patterns of scoring. One option to is try to spread the runs evenly across the whole innings (so that if you set a target of 250 from 50 overs, then you try to score 5 off each and every over, for example). The more common options aim to increase the run rate as the innings goes along, scoring slower at the start and faster at the end.

Shapes The options for these scoring patterns are called "shapes", and are named after the way the run rate changes. FLAT means it doesn't change, SLOW means is changes slowly, and QUICK means it changes very quickly. Don't mix up the name of the shapes (how quickly the run rate changes) with the run rate itself: it's the actual target that decides whether you try to score quickly or slowly and the shape just modifies the rate at different stages of the innings.

The BATSHAPE and BOWLSHAPE actions are used to change your batting and bowling "shapes" respectively. Enter the action name in the "action" box and the name of the shape (FLAT, SLOW or QUICK) in the "which" box.

 ACTION [BATSHAPE   ] WHICH [SLOW] NUMBER [   ] VALUE [   ]

 ACTION [BOWLSHAPE] WHICH [FLAT   ] NUMBER [   ] VALUE [   ]

FLAT: means the run rate is the same through the whole innings. Probably only useful on bad wickets, or if you're much stronger than the opposition want to blow them off the park.

SLOW: means the run rate picks up slowly during the innings (scoring slower at the start and faster at the end). This is the normal way to go about it, picking up the run rate steadily as the innings progresses. If in doubt, use the SLOW shape.

QUICK: means the run rate picks up faster during the innings (slowly at the start and building up towards a thrash at the end). Note that "QUICK" means you start slowly and are betting you can keep up with the faster rate later on.

7.4   WICKETS ALLOWED This section allows you to set the number of wickets you're prepared to have lost at different stages of the innings. If you lose more wickets than your "wickets allowed" then your batsmen will play defensively and the run rate will probably drop.

7.5   TEAM SELECTION   This section allows you to make up to three changes to your team selection and/or batting order for each game. The remainder of your selection and batting order remains the same as in your last game. Three boxes are provided for each change.

Pick & Drop In the "pick" box enter the squad number of the player to be selected. In the "drop" box enter the squad number of the player he is to replace. In the "order" box enter the new position in the batting order. If you want to put the new player in the same place in the batting order as the player he replaced then leave the "order" box blank.

Pick & Order If you want to move a player in the batting order without changing the selection, simply leave the "drop" box blank. Enter the squad number of the player in the "pick" box and his new position in the batting order in the "order" box.

Selection Examples

Example: In the example below Player 8 is to be dropped and replaced with player 15, who is to bat at number six. Player 4 (who is already be in the team) is to move up to bat at number 2, while player 14 is a straight replacement for player 1.

Your old batting order was 1 2 3 4 5 6 7 8 9 10 11. Your orders are:-

Pick   [15] [4]   [14]

Drop   [8] [   ]   [1]

Bats   [6] [2]   [   ]

Your batting order is now 14 4 2 3 5 15 6 7 9 10 11.

Note: When you change your batting order, the player specified moves to the position given, and the remainder shuffle up or down the order by one place to fill the gap. Your selection orders are processed one at a time, from left to right. It is possible for one batting order change to alter the position of a player in an earlier change.

Example: Your old batting order was 1 2 3 4 5 6 7 8 9 10 11. Your orders are:-

Pick   [4]   [12]

Drop   [   ]   [11]

Bats   [8]   [7]

Your batting order is now 1 2 3 5 6 7 12 8 4 9 10.

Player number 4 is now selected to bat 9th, even though the orders say he's to bat 8th, because player number 12 was subsequently brought into the side (replacing number 11) and promoted in front him to bat 7th.

7.6 2ND XI BATTING ORDER Each selection change can work on either your 1st XI or your 2nd XI. If you order someone dropped from your 1st XI, that's where the guy picked will go, and if you drop someone from your 2nd XI then that's where the player picked will be placed. The guy you dropped goes to wherever his replacement came from (the other XI, or "resting").

If you ask for a change in the order (putting a number in the "bats" box) on a "pick and drop" the player "picked" moves up or down the order you moved him into. On an "pick and order" the change applies to the team the player "picked" was playing in.

You can also instruct the computer to re-select and reshuffle the whole 2nd XI batting order for you with the PICK2NDS action. This picks your 2nd XI from among all thirteen players who aren't already selected in your 1st XI and rewrites the whole of their batting order. You might want to do this so as to save having to look after the 2nd XI yourself, or in order to tidy up after it's been disorganised by players moving to and from the 1st XI lineup.

 ACTION [PICK2NDS] WHICH [   ] NUMBER [   ] VALUE [   ]

Two additional actions are provided that allow you to "rest" one or two players so that they're not considered for selection by the PICK2NDS action. There are two separate option controlled by two different actions. Enter REST1 or REST2 in the "action box" and the squad number of the player to be rested in the "number" box. When you want to change your choice of resting player, just used the same action and give the squad number of the new player. To cancel a choice, use the same action and enter a zero for the squad number.

 ACTION [REST1] WHICH [   ] NUMBER [12] VALUE [   ] Rests player no 12

 ACTION [REST2] WHICH [   ] NUMBER [0] VALUE [   ] Cancels any previous REST2

Note: Having a player "resting" is only relevant if you use PICK2NDS actions. If you put the player in your lineup for yourself, then the rest option has no effect.

7.7 CONDITIONAL CHANGES   Three boxes are provided in this section to allow you to make "conditional" changes to your batting order. These change the order during the game in response to the situation (to bring a more attacking batsman to the wicket when runs are short, or a more defensive batsmen when wickets are falling). See paragraph 9.11 for more details. In each case, give the squad number of the player concerned in the "number" box.

The instructions for conditional batting order changes remain in force until you change them, but the change to batting order is temporary. This means the player doesn't stay up the order next time you bat, but the instruction and is still in force, so he can be promoted up again if the same conditions apply (like you'd expect).

7.8 BOWLING ORDER   This section allows you to set out your choice of bowlers for each spell (bowlers in Run Chase normally bowl in spells of five overs each) along with a bunch of alternatives in case your first choice bowlers are driven out of the attack. Bowlers can be replaced if they concede too many runs, if they've already bowled all the overs they're allowed (this can happen once other bowlers get knocked out of the attack), if they're already bowling at the other end (the same applies) or if they're busy keeping wicket instead (which should only happen if you mess up your orders!).

Runs Allowed: A bowler is liable to be replaced if he has bowled at least a minimum spell (a number you specify with the SPELL action) and the number of runs he has conceded is more than allowed by your maximum run rate (a number specify with the MAX action).

Maximum Run Rate: The MAX action is used to modify the "maximum run rate" option for your bowlers. This is how many runs per over your bowlers may concede before being replaced.

ACTION [MAX] WHICH [   ] NUMBER [4] VALUE [   ]

Minimum Spell: The SPELL action is used to set the "minimum spell" option, to decide how may overs your bowlers must bowl before they can be replaced for conceding too many runs.

ACTION [SPELL] WHICH [   ] NUMBER [2] VALUE [   ]

Notes: If you want to avoid changing your bowlers when they get smacked around then set a high maximum rate rate or a high minimum spell.

7.9 REPLACEMENT BOWLERS   When a bowler is to be replaced, the new bowler is normally the "second choice" for the spell (given in the "replacement bowlers" section of the turnsheet). If your second choice bowler is unable to bowl then the next option is the "third choice" for that end. Next choice if this one is also unable to bowl is your "reserve" bowler.

Note: You may want to leave the second choice boxes blank and just fill in the third choice bowlers instead, or even leave these blank and have just one reserve bowler.

Avoiding Changes: If there's a particular bowler whose run rate you don't want to worry about (maybe someone that's likely to pick up good wickets) then select him as his own replacement (ie. put the same squad number in the "second choice" box).

Emergency Replacements: If all your choices are unavailable, then the either the next bowling change will be brought forward or the highest rated bowler available is selected for you (without regard to batting weaknesses or pitch conditions).

Note: If you've only got five bowlers you'll need to make sure you don't trigger any changes to the bowling order. It's easy to end up with someone unable to complete his full allowance and be stuck with a non-bowler trundling up to the wicket in the final overs.

7.10 TACTICS   The "team & player tactics" section allows you to order team tactics and modify the batting and bowling tactics of up to three batsmen and three bowlers. The team batting and bowling boxes show your current tactics in the top row: you enter any changes in the box below. For individual player tactics, enter the squad number of the player in the top row and his new tactics in the box below. See section 10 for more information on batting, bowling and team tactics. Whenever you change tactics they remain in force until the next time you change them. You don't have to keep re-ordering the same thing each game.

8 ADJUDICATION

8.1 PITCH CONDITIONS   The playing conditions for each game are given in game reports in descriptive terms, but during actual play they work in the form of additional batting weaknesses (they're added to the batting weaknesses of all batsmen in the game). All games in the same week have the same pitch conditions (although this is unrealistic it means you can judge your scores against other teams in the same conditions). A standard set of "perfect" pitch conditions are used for warmup games.

Weather   "Fine" weather favours batting, and "overcast" skies favour swing bowling. "Damp" weather favours turn and variations of speed (for spinners).

Breeze   Quick bowlers are most effective bowling with the wind behind them, and swing bowlers are best into the wind. Crosswinds favour swing and flighted spin bowling.

Pitch   A "good" pitch favours batting, while a "poor" pitch favours bowling. A "deteriorating" pitch favours the turning ball and spin variations.

Surface   A "fast" wicket favours quick bowlers, while a "slow" wicket favours slow bowlers (both spinners and slow seamers). "Green" wickets favour turn and variations of pace (for both seam and spin bowlers). A "damp" wicket favours movement off the wicket (the ball may seam or turn).

Bounce   "Uneven" bounce favours bowlers with pace or bounce. "High" bounce favours bowlers with bounce and also spinners with topspin and backspin variations (ie. left armers and leg spinners). "Low" bounce favours quick bowlers and spinners that turn the ball.

8.2 NEW BALL   Extra "pitch conditions" are applied when the ball is new. For the first eight overs there are extra conditions of pace and bounce, and in the next eight overs there is a bonus of pace only.

8.3 WINNING THE TOSS   Two actions, BATFIRST and BOWLFIRST can be used to decide whether to bat or bowl first if you win the toss (your current setting should be shown in your team listing). The toss for each game is made at the end of the PREVIOUS game, so that you know who'll bat first before you write your orders.

ACTION [BATFIRST   ] WHICH [   ] NUMBER [   ] VALUE [   ] elects to bat first

ACTION [BOWLFIRST] WHICH [   ] NUMBER [   ] VALUE [   ] chooses to bowl first

Note: The bonus point system (see 1.2) may influence your choice. The team batting second can only score as many runs as the team batting first (once you pass their total, the game ends) and this can limit the number of batting points you can make. Some people prefer to bat first as a result, but most coaches prefer to bat second on the grounds that it's easier to win (once the batting target has been set correctly by the opposition, you can't find yourself chasing an ungettable target).

8.4 EACH OVER   The game is adjudicated over by over. The choice of bowler is made and the batsman facing at the start of the over is decided. The batting and bowling situations (see section 9), the abilities and tactics (see section 10) of the batsman and the bowler, the playing conditions (see 8.1) and the fielding strengths of the bowling team are taken into account to produce a basic run rate and strike rate. The run rate is randomised to decide the number of runs actually scored in the over. The strike rate decides the chance of taking one or more wickets during the over.

8.5 WICKETS   When there is a chance of one or more wickets falling in an over then there is the possibility that the chance will be saved (by the batsman) or missed (by the fielding side) according to how the wicket would be taken (bowled, caught, caught behind, caught and bowled, stumped or run out) and the abilities of the relevant players. The number of runs scored in an over is reduced when there is one or more wicket chance.

8.6 BOWLING BALANCE   It is an advantage to vary your bowling attack as much as possible. The more the batsmen see of similar types of bowling, the easier they will find it to play. In this respect, right and left arm bowlers of the "same" type are considered to be of different types (they bowl different lines from different angles, so that batsmen must adjust and play different shots).

8.7   FLIGHT & VARIATION   When batting against spin, attacking a bowler using flight and variation is extra risky (i.e. more risk of giving up wickets) but also extra profitable if you get away with it (more runs).

8.8 PACE & BOUNCE   Bowlers with pace and bounce are extra dangerous against batsmen who are not "set" but are more expensive against batsmen that are (i.e. batsmen are at extra risk against the quicks when they first come to the wicket).

8.9 LEFT HANDED BATSMEN   The combination of a left handed and a right handed batsman tend to score runs slightly quicker than two batsmen the same (as the bowlers have to bowl different lines and set different fields for each).

8.10   HOGGING THE STRIKE   When there is a difference in class between the two batsmen, then the higher class batsman will tend to hog the strike, to protect the tail.

8.11   EXTRAS & FIELDING ERRORS   Some proportion of runs will allocated as extras, some of which may be saved by the wicket keeper (according to a random chance based on his ability). Additional runs can also be added according to a random chance based on the fielding strengths of the bowling side (these are listed as "fielding errors").

9   SITUATIONS

9.1   SITUATIONS   The instructions you give for your team, the run rates of each player, and the current state of the game (score, wickets down, over bowled) determine the batting and bowling "situations". Each situation corresponds roughly to the strategies the players must use in that situation and has a major influence on the basic run and wicket rates.

9.2   DECIDING SITUATIONS   The batting and bowling situations for each over are decided according to the game instructions given for the two teams, according to the procedures set out in the following sections. The earliest numbered sections normally have priority (so, for example, if your batsmen need to dig in to avoid being bowled out then this takes priority over whether they're up with the run rate or not) but the "rush of blood" batting situation and "attack" bowling situation will usually supercede the other situations when they're triggered.

9.3   BATTING SITUATIONS   The batsmen attempt to control the game by changing their batting style according to the state of the game. There are eight different batting situations (below) and each influences the run rate and strike rate in a different way.

CRUISE	a balanced situation with a good run rate and a moderate strike rate.
WICKETS IN HAND	attacking to push the score along with wickets in hand.
ATTACK RUN RATE	attacking to catch up with an individual run rate.
ATTACK TARGET	attacking to catch up with a team batting target.
RUSH OF BLOOD	attacking against a bowler supposed to be of less ability.
DEFEND WICKETS	defending to protect wickets at the cost of a lower run rate.
SLOG	attacking all out at the end of the innings.
STONEWALL	defending all out (not normally suitable for one day cricket).

The "cruise" situation produces the best average scores (in a test match you'd try to sit in "cruise" mode as much as possible) but it doesn't have the fastest run rate. The three "standard" attacking situations all push the run rate up by increasing the risk of losing wickets. In one-day cricket you want to get into the "wickets in hand" situation if you can, or have your batsmen get into the "attack run rate" situation (where they're trying to score runs at a rate that suits themselves). Putting them under pressure in the "attack target" situation is more risky. The "slog" situation gives no regard to wickets in the chase for runs. The "defend wickets" situations will reduce the rate of losing wickets, but also reduces the run rate, while "stonewall" is a tactic to prolong an innings without expecting to score runs.

Note: Situations unsuitable for one day cricket are included because the software is general-purpose and is also capable of running first class games (but not currently in the play by mail version).

9.4   BOWLING SITUATIONS   The bowlers also try to control the game by varying their bowling style (and field settings) according to the state of the game. There are currently five different bowling situations, listed below. Each one influences the run rate and strike rate in a different way, and also interacts differently with the batting situations.

CRUISE	a balanced situation with a fair run rate and a good strike rate.
DEFEND RUNRATE	defending to get below an individual run rate.
DEFEND TARGET	defending to get within a team bowling target.
ATTACK	attacking to produce a higher strike rate and giving up a higher run rate.
ALLOUT ATTACK	attacking very aggressively, used only for desperate situations.

The "cruise" situation gives the best bowling averages, with a strike rate high enough to remove a few batsmen and cause difficulties for the batting side. The defensive situations produce lower run rates, and are the situations used most of the time in one-day games. The "attack" situation is only used as the bowling equivalent of "rush of blood" but we may identify more attacking situations in later versions (when the batting side is in difficulties, for instance). "Allout attack" is not suitable for one day cricket.

9.5 WICKETS ALLOWED   The current over and wicket (ie. the wicket that would be lost if a wicket fell immediately) are checked against the wickets allowed. If the current wicket is not "allowed" during the current spell then the batting situation is DEFEND WICKETS. If the current wicket is not allowed in the NEXT spell either, the situation is STONEWALL.

9.6 WICKETS IN HAND   If you have lost sufficiently few wickets that you could still lose another wicket in the current over without having to defend (see paragraph above) then you are judged to have wickets in hand, and the situation is WICKETS IN HAND.

Exception: For the team batting second, if the current run rate is sufficient to win the game with at least one over to spare then the batting situation is CRUISE rather than "wickets in hand".

9.7 FINAL SLOG   If you have wickets in hand (see paragraph above) late in the innings (ie. the over number is greater than or equal to the number you set for the start of the final slog) then the batting situation is SLOG.

The SLOG action is used to modify the number of overs gone in the innings after which your batsmen can start the "final slog".

ACTION [SLOG] WHICH [   ] NUMBER [44] VALUE [   ]

9.8 BATTING TARGETS   In your game instructions you set a target for the total runs in the innings. Each over your run rate in the innings so far is checked against the run rate required to reach the target, and if you're behind the run rate then your batting situation is ATTACK TARGET. See 7.3 for more information on how targets are dealt with.

Exception: The OPENERS action is used to modify your "opening spell" option, the number of overs at the start of the innings when your batsmen aren't allowed to attack a target.

ACTION [OPENERS] WHICH [   ] NUMBER [6] VALUE [   ]

9.9 BATTING RUN RATES   Each batsman has a fixed idea of his own expected run rate, decided according to his class and adds, as below. This is the number of runs per over he expects to score while batting. If his run rate in his innings so far is less than the expected run rate then the batting situation is ATTACK RUNRATE. If his run rate is greater than or equal to the required rate then the batting situation is CRUISE.

Batting class:- Int 4.5   1st 4.0   2nd 3.5   3rd 3.0   4th 2.5

Adds:-   For each "D" subtract 1, for each "C" subtract 0.5, for each "A" add 1.

Examples:- 1st DD rate is 2.0, 1st AD rate is 3.0, 2nd CD rate is 2.0, 3rd AA rate is 5.0.

9.10 RUSH OF BLOOD   Batsmen with attacking "adds" may ignore the normal situation and attempt to smash out of the ground anything they regard as inferior bowling. This is the RUSH OF BLOOD situation. Batsmen do give some regard to the playing conditions and playing themselves in before triggering this situation.

9.11 NEW BATSMEN   When a wicket falls, the new batsman is normally whoever is next in the batting order, except when a "conditional change" (see 7.7) applies. This is decided according the batting situation.

If the batting situation at the time of a wicket falling is "wickets in hand" or "slog", then your first attacking batsmen (shown as "Attack1" in your team report and on your turnsheet) is promoted to bat next. If he's already in, or already out, then the second attacking batsmen ("Attack2") is promoted instead. If the batting situation is "defend wickets" when a wicket falls then your defensive batsman ("Defend") is promoted to bat next (if he is available).

9.12 BOWLING TARGETS   In your game instructions you set a target for the total runs in the innings while bowling. Each over the run rate in the innings so far is checked against the run rate allowed, and if the batting side is ahead of the run rate then the bowling situation is DEFEND TARGET. See 7.3 for more information on how targets are dealt with.

9.13 BOWLING RUN RATES   Each bowler has a fixed idea of his own expected run rate, decided according to his class and adds, as below. This is the number of runs per over he expects to concede while bowling. If his run rate in the innings so far is greater than the allowed run rate then the bowling situation is DEFEND RUNRATE. If his run rate is less than or equal to the required rate then the bowling situation is CRUISE.

Batting class:- Int 2.5   1st 3.0   2nd 3.5   3rd 4.0   4th 4.5

Adds:-   For each "D" subtract 1, for each "C" subtract 0.5, for each "A" add 1.

Examples:- 1st DD rate is 1.0, 1st AD rate is 3.0, 2nd CD rate is 2.0, 3rd AA rate is 6.0.

9.14 ATTACK BOWLING   Bowlers may decide for themselves to switch to the ATTACK situation if they fancy they're likely to be able to remove the opposing batsman. The "Bowling Attack" option is provided for you to influence this decision, and determines how much better than the batsman your bowlers need to fancy themselves to be before they are allowed to attack (low numbers mean they'll attack more, and high numbers mean they'll attack less). Each value represents roughly one difference in class. Bowlers take conditions and form into account.

The BOWLOUT action is used to modify the "bowling attack" option, which decides how aggressive your bowlers are allowed to be.

ACTION [BOWLOUT] WHICH [   ] NUMBER [2] VALUE [   ]

9.15 PANIC BOWLING   The ATTACK situation can also apply in the second innings if the batsmen are attempting to coast home to a win. The "Start Panic" option is the number of the first over in which your bowlers are to attack against batsmen in the "cruise" or "wickets in hand" batting situations in the second innings.

The PANIC action is used to modify the "start panic" option, which which is the first over in which your bowlers are to attack against batsmen who are coasting to a win.

ACTION [PANIC] WHICH [   ] NUMBER [45] VALUE [   ]

10 TACTICS

10.1 TACTICS   Team and player tactics are used to decide how to deal with particular types of bowling or pitch conditions. These tactics modify the run rates and wicket chances so as to have players attack or defend more or less than normal for the situation. The situation and the tactic don't need to "match", so a player can use a defensive tactic in an attacking situation (for example), and players at opposite ends might follow different tactics even through the match situation is the same for both (you might be in an attacking situation when one batsman is tied down by bowling he can't handle, for example).

10.2 BATTING TACTICS   Batting tactics allow the batsman to modify the run rate and strike rate according to the bowling faced. The format of a batting tactic is a three letter code, where the first character of the tactic says what to do, and the second and third characters say when to do it.

The first character is one of:-

A - attack, increasing the run rate and wicket chance,
D - defend, reducing the run rate and wicket chance and
C - cruise, reducing the wicket chance without reducing the run rate

The second and third characters of a tactic correspond to bowling strengths (P for pace, B for bounce, and so on - see 3.9).

The tactic modifies the run rate and strike rate if the bowling strengths in the tactic (the second and third characters) correspond to the strengths of the current bowler.

Examples:- A batting tactic of DPB defends against pace and/or bounce (i.e. when the bowler is getting pace or bounce, the batsman is not to push so hard for runs, and take fewer chances with his wicket). The tactic AFT attacks (i.e. the batsman is to push for more runs, risking more wickets) against bowlers with flight and/or turn.

10.3 BOWLING TACTICS   The format of a bowling tactic is a three character code, the same as for batting tactics. Bowling tactics effectively emphasise the type of bowling selected. The first character (A or C or D) alters the run rate and strike rate when the bowler is able to use the bowling strengths given by the second and third characters.

Examples:- A bowling tactic of DPB emphasises the effect of pace and bounce (if any) in order to defend (for a bowler this means reducing the runs from the over). A bowling tactic of AFT means attacking (trying to get a wicket) using flight and turn.

10.4 TEAM TACTICS   Team tactics are extra batting and bowling tactics that apply for all batsmen and bowlers in your team in addition to their individual tactics. It's possible for players to follow both team and individual tactics at the same time.

Note: If in doubt, set your batsmen to cruise against whatever you think is the most likely threat (either what they're weakest at, or what the opposing bowlers are good at, or whatever the pitch will favour) and your bowlers to cruise with whatever they're best at (or whatever you think the pitch conditions will favour, or what the batsmen are weak against, etc). And use the attack and defend tactics to really turn the screws when you fancy you know what's going to work.

10.5 STANDARD TACTICS Two actions, TACTICS AND TACTICS2, are provided so that you can instruct the computer to assign suitable batting and bowling tactics for your players (according to their strengths). TACTICS applies to your whole squad, while TACTICS2 applies only to those players not currently selected in your 1st XI. Any individual player tactics entered in your turnsheet the same turn will be applied after those set by these actions (while any made in previous turns will probably get replaced).

Note: If you already know what you're doing with your tactics then you don't need either of these actions. But they're quite simple and won't do anything too drastic if you're just starting up.

ACTION [TACTICS   ] WHICH [   ] NUMBER [   ] VALUE [   ]

ACTION [TACTICS2] WHICH [   ] NUMBER [   ] VALUE [   ]

11 GAME REPORTS

11.1 TEAM REPORT   Your team report carries information that is private to your team. Team reports include a listing of your current squad (in 1st XI and 2nd XI batting orders, with the two inactive players shown separately) and team stats (with 1st XI and 2nd XI stats shown separately - all stats from warmup games appear in your 2nd XI stats), various game options, LP balance, costs and income, marketing, merchandising and membership levels. Your actions that week are reported, along with your current team selections and a scouting report of the opposing team.

11.2 GAME REPORTS   The report for the games just played (both 1st XI and 2nd XI) shows the playing conditions and the progress of each innings, over by over. The batsman and bowler are shown for each over along with the batting and bowling situations, runs scored, and fall of wickets. The "mode" column tells you what the ball was doing during the over, if anything (more precisely, it tells you what the batsman had trouble with during that over).

11.3 SCORECARDS   Full scorecards are given for all 1st XI games just played (including your own) with abbreviated scorecards for 2nd XI and warmup games. Team captains are shown with a (c) after their names, and wicket keepers with a (w). The number of overs faced by each batsman is shown in brackets after his score. The bowlers and their figures are shown in the order that they first came on to bowl (ie. opening bowlers first). The fielding total on the scorecard is the total number of runs in the innings scored from fielding errors. Errors by the wicket keeper appear in the extras total. The score at the fall of each wicket is shown along with progress scores from every tenth over.

11.4 MODE OF DISMISSAL   Where the scorecards and game reports give a mode of dismissal, this shows what the bowler was doing to get that wicket (i.e. which matchup of bowling strength, batting weakness and pitch conditions, if any, was dominant at the time). The modes are pace, bounce, seam, swing (the report doesn't specify which way the ball was swinging), turn, spin (meaning variation), flight and speed.

11.5 LEAGUE REPORT   The league report includes the current league tables, messages from the GM, reports on player movements and the current free agent and trade lists.

11.6 TURNSHEET   Your turnsheet for your next set of orders is the final page of your game report. This is to be filled in and returned to your GM. You keep the rest of the game report.

11.7 FIXTURES LIST   A full fixtures list is issued at the start of each season. Your next fixture is also given in your team report each week.

11.8 LEAGUE ROUNDUP   The league roundup is a summary of the squads and status of all the teams in the league, and is normally issued only at the start of the season, at the same time as the new fixtures list. After the first season it also shows which players gained or lost abilities in the "season update" (see 4.3).

Note: The report of the "season update" is due to be improved shortly, and will then form a separate report from the league roundup.

11.9 STATS & AVERAGES   The league stats report appears at the end of the season. This shows the main batting and bowling stats of all the players in the league, in the same team by team format as the league roundup. Various other combinations of stats are also reported in odd corners of game reports at other times (when we see a gap in the game reports, we usually bung some stats in it).

12 LEAGUE SETUP

12.1 INTRODUCTION   The rules in this section apply only to setting up a new team in a new league, starting from scratch. Unless you're starting up in a new league then you can ignore this section.

12.2 INITIAL BALANCE   Each team starts with a losing point balance of 4000 LPs and no players signed. There is one "setup" turn, in which you select an initial squad.

12.3 INITIAL SELECTION   For your initial selection there is a list of forty-two players available, showing different combinations of abilities, player types and skills. There are sixteen batsmen, six all-rounders, four wicket-keepers, and sixteen bowlers on each selection list. Each team has a different list.

In your initial selection you select exactly twenty-four players to make up your initial squad. The players you do not select are discarded. Each player costs a fixed number of LPs (see 3.7) according to his ability for batting, bowling, captaincy and wicket keeping (other abilities such as fielding and potential cost nothing).

If you fail to send in your initial selection by the first deadline then a selection will be made for you.

You are advised to balance your initial choices between experienced players who will be effective immediately and young players with potential to be more effective in the future.

You should also leave yourself with plenty of LPs spare, or you'll find you're forced to deplete your squad to balance the books or miss out on other useful players who will become available during the season. Some of the players you pick will probably turn out to be less effective than you hoped and you want to be able to afford replacements.

12.4 BATTING ORDER   Your initial batting order for your first game is decided by your initial selection. Your first XI is players 1 to 11, and your second XI is players 13 to 23 (numbers 12 and 24 are spare). So take care to pick the players you want in the correct order. Your first game is a "warmup game" between your first and second elevens.

12.5 PLAYER NAMES   The names of the players in your squad are already allocated (current and recent players for the appropriate county) along with guidance as to the real life classifications of the players named. You do not have to match the real life players to similar classifications in the game, but most people prefer to do so as far as possible.

12.6 FREE AGENTS   The free agent list is filled at the start of the game by generating an extra initial selection list. These players are available to be signed by competitive bids (the team that bids the most gets the man - see 5.7). Make sure you've saved some LPs so that you can bid these guys if they fill a gap in your team.

12.7 LEAGUE ROUNDUP   After all teams have made initial squad selections the fixtures list is produced for the first season, and the league roundup lists all the teams and managers involved in the league along with outline information about their squads.

QUICK REFERENCE TABLES

TABLE 1 - BOWLING STRENGTHS

Seam, swing and pace bowlers:-   Spin bowlers:-

P: PACE   T: TURN
B: BOUNCE   F: FLIGHT
M: SEAM   V: VARIATION
I: INSWING   X: SPEED
O: OUTSWING

TABLE 2 - FIELDING STRENGTHS

G: GROUND   infield (ground fielding)
D: DEEP   outfield (ground fielding)
S: SLIPS   close catching
H: HANDS   outfield catching
R: RUNNING   speed in the field and running between the wicket (batting)

TABLE 3 - SPECIAL ACTIONS

Rules references and formats for all actions are given in the table below.

ACTION	RULES	WHICH	NUMBER	VALUE
ADD	6.2	WHICH ADD	SQUAD NUM	-
AROUNDER	3.4	-	SQUAD NUM	-
BAT	6.3	STRENGTH	SQUAD NUM	-
BATFIRST	8.3	-	-	-
BATSHAPE	7.3	SHAPE	-	-
BATTER	3.4	-	SQUAD NUM	-
BOWLFIRST	8.3	-	-	-
BOWLSHAPE	7.3	SHAPE	-	-
BOWLER	3.4	-	SQUAD NUM	-
BOWLOUT	9.14	-	NUMBER	-
BWL	6.4	STRENGTH	SQUAD NUM	-
FIELD	6.6	STRENGTH	SQUAD NUM	-
FORM	6.5	-	SQUAD NUM	-
KEEPER	3.4	-	SQUAD NUM	-
MARK	2.4	-	-	SPEND
MAX	7.8	-	RUNS	-
MEMBERS	2.3	-	NUMBER	-
MERC	2.5	-	-	SPEND
NOBOWL	3.8	-	SQUAD NUM	-
NOCAP	3.8	-	SQUAD NUM	-
NOKEEP	3.8	-	SQUAD NUM	-
OPENERS	9.8	-	NUMBER	-
OVERSEAS	5.5	SCOUT CODE	-	-
PANIC	9.15	-	NUMBER	-
PICK2NDS	7.6	-	-	-
REST1	7.6	-	SQUAD NUM	-
REST2	7.6	-	SQUAD NUM	-
SCOUT	5.4	SCOUT CODE	-	-
SIGN	5.7	FA/TRADE NUM	SQUAD NUM	BID VALUE
SLOG	9.7	-	OVERS	-
SPELL	7.8	-	OVERS	-
SWAP	3.2	-	SQUAD NUM	SQUAD NUM
TACTICS	10.5	-	-	-
TACTICS2	10.5	-	-	-
TRADE	5.9	-	SQUAD NUM	-
VICECAP	3.15	-	SQUAD NUM	-
YOUTH	5.6	SCOUT CODE	SQUAD NUM	-
1STCAP	3.15	-	SQUAD NUM	-
2NDCAP	3.15	-	SQUAD NUM	-
1STKEEP	3.14	-	SQUAD NUM	-
2NDKEEP	3.14	-	SQUAD NUM	-