

Cricket Captain

The 'Refuge Assurance League' has without doubt brought us some of the most competitive and exciting cricket matches in the last 3 seasons.

Cricket Captain is a management style game based on the 'Refuge Assurance League' where you are given the Captaincy of an English County Cricket Club and your objective is to win the League.

We can all sit in a comfy armchair and criticise the team Captain, well now is your chance to test your decision making and managerial skills in HI-TEC Software's "Cricket Captain".

Features of Cricket Captain include:

- * Team selection
- * Available signings (transfer market).
- * Club information - morale / cash in bank / team skill / all team skill and morale as an average / championship table / team statistics.
- * Play match - A simple graphic simulation of the game. This allows an instant picture of positions and performance.
- * Save game facility
- * Resignation!

Refuge Assurance PLC are the biggest sponsors of domestic cricket in the UK. HI-TEC Software would like to thank them for allowing us use of their logo.



Loading Instructions.

Hit CTRL & small ENTER keys together.

PLAYING THE GAME:

Once the game has loaded, you will be asked to enter your name on the keyboard. The team you will captain is randomly selected. Once you have entered your name, the main menu will appear. Around the screen are a number of symbols, each symbol refers to a different game option these are:

- | | |
|----------------|--------------------|
| 1. Your team | 5. Control options |
| 2. Fixtures | 6. Load saved game |
| 3. Information | 7. Save game |
| 4. Play match | 8. Resign |

Within each option there are a series of menus and sub menus which control various parameters in the game.

The menus are listed below in more detail.

1. YOUR TEAM

a) View your team.

Selecting this will allow you to reposition any player within the team, get detailed information about any player or dismiss a player.

When repositioning a player it will ask you for the player you want to move and the position to move him to. It will then automatically move him. Player information is obtained by selecting this then selecting the player that you want information on. It will then show how he bowls, his skill level, his morale and his salary over a year. On most of the menu screens, a clear window will return you to the previous window. Dismissing a player will remove him from your team.

Note: As there is no transfer fee involved you cannot use this as a way to make easy money!!!



- b) **Available Signings.**
This allows you to get information on, and sign up any players in the transfer market. The information presented is the same as in the "Your Team" section. You may sign up any player, but remember that the higher the salary the quicker the money runs out!! So you must take these into account when signing up a new player. Again, no transfer fee is involved.

2. FIXTURES

- a) **View Club Fixtures.**
This allows you to look at the entire season's matches, whether you are playing or not, and whether you have won or lost.
- b) **Full Weeks Fixtures.**
This shows you exactly who is playing who during the next week. 'No matches' are not shown.

3. INFORMATION

This shows you:

- a) **Club Information:**
This consists of how much you have in the bank, your team skill and morale, your next opponents, and their skill and morale. All the team skill and morale levels are worked as an average of the first 11 players skill levels and morale.
For example, if you have 6 players of skill 9 and high morale, and the rest of the team are skill 1 and poor morale then the overall skill level will be about 5 and the overall morale level will be about average.
- b) **The Championship Table:**
This shows you the statistics and position in the league of every team.

PLD = Number of matches played

W = Number of matches won



- D = Number of matches drawn
L = Number of matches lost
PTS = Points scored

By the end of the season, all of the teams will have played the same number of matches, but as the season progresses the matches played will be uneven. This is because some teams would have one or two matches in hand.

c) **View Team Statistics:**

This allows you to view the player skill and morale levels, and the team skill and morale for any team in the league.

4. **PLAY MATCH:**

You can actually play two types of match. These are:

a) **Friendly Match:**

You may play a friendly match against any team in the league, but only one friendly match may be played per week. Friendly matches can be used for practice purposes as they effect the skill and morale levels, but do not count towards the league table.

b) **Play Next Match:**

This plays your next opponent in the league. This is covered in more detail later.

5. **CONTROL OPTIONS:**

This allows you to select your preferred control options, either keyboard or joystick.

6. **LOAD FROM TAPE:**

a) **'LOAD DATA'** allows you to restore a previously saved game position. This can be used to extend a game over many seasons.

b) **Verify Data:**

This allows you to ensure that the game position you have saved will load correctly, giving you a chance to restore the data. It



is recommended that you do this whenever you save data.

7. SAVE GAME POSITION

This allows you to save your current game position to cassette. To do this, insert a blank cassette into your cassette unit, press Record & Play, then select Save Data. Use this in conjunction with the Verify Data option.

8. QUIT

When all else fails, this allows you to throw the towel in and resign as captain.

PLAYING A MATCH

Fielding First:

If you are fielding first, you must begin by positioning your fielders in the order 1 - 10. The player at position 11 is ALWAYS the wicket keeper. Careful positioning could mean the difference between winning and losing a match. Once all your fielders have been positioned, a small window will appear. The options on this window are:

Next Over:

This will allow you to select a bowler for the next over of 6 balls. When the bowler has finished his over, he is then unavailable for the next one.

Bowling Figures:

This shows you how the bowlers have performed showing the number of overs bowled, number of maiden overs bowled (an over where no runs have been scored), number of runs scored, number of wides bowled and the number of wickets taken.

Viewing the score card allows you to see who's batted, how they have scored, and how they were out.

Reposition Fielders:

This will let you change the position of your fielders on the pitch, effectively changing your fielding strategy.



Batting First:

The computer will position its fielders first. As above, you have the Next Over / Bowling Figures / View Score Card / Reposition Fielders window, but you are not allowed to select a new bowler or reposition fielders. Next the over will start the next over. Batting is always in the order of player 1 to player 11.

Innings:

Each innings lasts for 20 overs, until all the batsmen are out, or in the case of the second over, the batting team score more runs than the fielding team, whichever occurs first. When the match is over, the computer will display the scores of all other teams playing that week. To ensure realism, the computer will actually play each game in memory. As a result a delay occurs as each game is played. You are then given a break down of monies in, monies out (wages, transport etc.)

All that is left for you to do now is to load and play the game
Good luck in your new cricket career.

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Please Note:
The 464 Version is
recorded on Side A.



The 6128 Version is
recorded on Side B.