



INTERNATIONAL

# CRICKET CAPTAIN

2013

## Contents

INSTALLATION

2

OVERVIEW

3

### CHAPTER 1: MAIN MENU

4

Player Profiles

4

Coach and Physio

4

Player Records

5

Fixtures and Results

5

World Ratings

5

### CHAPTER 2: CONTRACTS

6

English Career

6

Australian Career

8

Indian League Career

9

### CHAPTER 3: TEAM SELECTION

9

International Selection

10

### CHAPTER 4: THE MATCH

10

Players Form

10

Coin Toss

11

Playing Conditions

11

The Match Screens

11

Highlights Level

12

Save Game

12

Playing Conditions Icons

13

Bowling

13

Batting

15

### CHAPTER 5: TIPS

16

### CHAPTER 6: INTERNET GAME

20

### CREDITS

23

# Installation

## **RUNNING INTERNATIONAL CRICKET CAPTAIN 2013**

### **To start International Cricket Captain 2013:**

Select International Cricket Captain 2013 from the Childish Things program group on your start button, located on the Windows taskbar.

You may also run the game by double clicking on the Cricket Captain 2013 icon on the desktop.

## **UNINSTALLING INTERNATIONAL CRICKET CAPTAIN 2013**

### **To uninstall International Cricket Captain:**

Go to the Control Panel in Windows and then select Add/Remove Programs. Select Cricket Captain 2013 from the menu and then choose Remove and then OK.

## **SAVING TO THE CLOUD**

During installation you will have been prompted to install Dropbox. This will enable you to play your save game on another PC, mobile device or Mac. The game will store your game to Dropbox when you save or exit the game. When loading, the game will load the version of your save from Dropbox, or locally depending on which has progressed further in game-time. If you did not install Dropbox during installation, you can do it whenever you want by visiting [www.Dropbox.com](http://www.Dropbox.com). The game will detect that you have done this automatically.

## **INTERFACE**

The game is entirely controlled by the Mouse. Making a selection involves making a left mouse-click.

## **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 2013**

Further information about International Cricket Captain is available via

**[www.childishthings.co.uk](http://www.childishthings.co.uk)**

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# Overview

International Cricket Captain 2013 is a game which gives you the chance to both captain and manage a team. The various ways to play the game are as follows:

## Single Player:

### New Game:

- 1) **English Career:** Take control of your favourite English team and choose whether you start with the captaincy of your chosen National side or have to earn it.
- 2) **Australian Career:** Take control of one of the six Australian state sides and a new twenty over team. Start with the captaincy of your national side, or prove that you are good enough to manage the international team of your choice.
- 3) **Indian League Career:** Take control of one of the Indian twenty over teams and an international team of your choice in this action packed mode.
- 4) **International Career:** Take the role of captain with any of the Test-playing nations.

### Tournament:

- 1) **Classic England vs. Australia:** Play a classic test series between old enemies England and Australia.
- 2) **All Time Greats Series:** Play a match series involving the all time great players from the present to the past.
- 3) **Custom Match Series:** Create your own customised test, one day international (ODI) or 20 over match series.
- 4) **20 Over World Cup:** Take control of one of the 10 full International sides as you attempt to become the best in the world in the fast and furious world of twenty-over cricket.
- 5) **One Day World Cup:** Take control of one of the 10 full international sides and lead them to become world champions of one-day cricket.

- 6) **Champions Cup:** Compete in the 2013 Champions Cup in England

### Two Player:

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

### Load Game:

Play a previously saved game.

### Internet Game:

Challenge players from around the world including mobile and Mac users Use this option to check for any patch updates for the game.

### Options:

Choose options for full screen, menu sound, highlights sound, commentary and your preferred screen configuration. You can select whether you want to play the game in Normal, Netbook or Widescreen. The game will display a message if it is not possible to use these configurations on your machine. The options box also displays the current version number of the game.

(Note: if the wrong screen option is selected and the game does not run the setting can be put back to default by running Reset Screen Resolution from the Start Menu - Program Folder.)





# Chapter 2: Contracts

## ENGLISH CAREER

You can choose to sign an overseas player, a reserve player to fill in for the overseas signing when unavailable, and two overseas twenty-over players. The twenty-over players demand half their usual wage, but can only be used in twenty-over matches.

At the start of the first season you will have the opportunity to sign out of contract and youth players, as well as fulfilling your overseas allocation, if you can afford to do so. You can also change your budget allocation to free up money for signing players, or to increase your coach, physio and youth team budgets.

In subsequent seasons you will also be able to renew contracts, terminate contracts and sign youth team graduates. The "Full Season" column shows you whether the player is playing in an overseas league, and would therefore miss the first few weeks of the season.



## 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 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 Players. 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.

## AUSTRALIAN CAREER State Team

The first contract section will be for your state team. You will be presented with a selection of grade cricketers to choose from for promotion to your state squad.

You will notice that some of your

players have Australia contracts. These players are free to keep in the squad, but some of them will be unavailable for much of the season due to international commitments. Players may have recently become available after having moved states. These will have the 'New' icon next to their name.

## Twenty Over Team

The second contract section gives you the option to sign domestic and overseas players for your twenty over team. You will be bidding for players in this contract section, attempting to sign a balanced squad for the coming season. Domestic players are not tied down to any state team and are free to move to any twenty over side. You are limited to three overseas players in your squad, of which only two can play in a single match.

For more details on the bidding system, see the Bidding section on Page 8.

Bowling economy rates and batting strike-rates will influence the salary demands of players in this fast paced format of the game.

You have a limited squad size, so take care to select a balance of players that will be successful for the season.

## Coaching and Physio

You have eight coaching sessions and two physio sessions available to you.

## INDIAN LEAGUE CAREER Overview

Your first task in the contracts section will be to decide if you want to re-sign any players in your current squad whose contracts have expired. Take note of the available column: certain players may not be 100% available for the tournament due to international commitments, but their salary demands will be proportionally lower. You can terminate player contracts by going to the squad screen, clicking on the player, and selecting “terminate contract”. You will have to pay half the player’s salary as compensation.

The next task is to sign domestic and overseas players. You are limited to three offers per round, competing with other teams to bid for players. Consider the length of contract you wish to offer and check if the player has received offers from other teams. You may be able to sign players for less than their salary demand if there is no competition. For more details on this please see the section on bidding on page 8.

### Coaching and Physio

You have eight coaching sessions and two physio sessions available to you.

# 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.



**O** – All-Rounder Opener.

Some players are specialist openers in twenty over and one day matches. Their symbol will change in the team selection screen for the one day and twenty over matches if they are specialists in that format. There is also an “opener all-rounder” player type. An opener who is a specialist for a particular form of the game is treated as a middle order batsman (or all-rounder) in any other format. You can find out if a player is a specialist by looking at their profile page.”

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

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.

International series statistics are available for the last three international series and are a useful selection tool, allowing analysis of your players’ performances and development over the last three series.

# Chapter 4: The Match

## Player’s Form

A player’s form is based on his recent 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 umpires may suspend play for bad-light, although 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 highlights level option accessible via the button at the bottom right hand corner of the Match Screen and then select the highlights level you would like to 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 can use the tabs at the top of the scorecard to choose between viewing the Batting Card or Bowling Card, or Match Summary.

## SAVE GAME

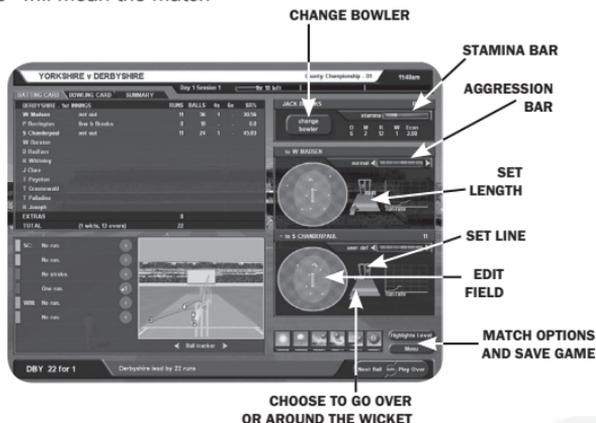
The game is designed to AutoSave, but you can also save during a match by clicking on the “Save & Exit” button accessible via the Match Screen menu button at bottom left of the screen. You save and exit between matches from the Main Menu. Click on the ‘Save & Exit’ button on the left.

## 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 replaced 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

MOVE FIELDERS



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.

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 that you previously selected. If you chose to view no highlights, then the results of the over will appear instantly.

You can press the “Space bar” or click the mouse to exit a highlight at any time.

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

To play-multiple overs without the need for further button presses click on the “Auto” button. This will play continuous overs until a time that further player input is required, such as the fall of a wicket or a change of bowler's stamina, has run out. Note that Auto play automatically switches off at the end of an over in which a highlight has been triggered. As a result the Auto play feature will not function when the highlight level is set to every ball.

## Bowling - Attacking and Defensive Levels

You can adjust the attacking/defensive level of your bowlers by selecting notches on the bar below each batsman'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. “Attacking” and “Defensive” levels are set independently for each batsman at the crease. The default level is set to normal for each new batsman.

## **Bowling - Stamina and Settled**

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

Tired bowlers will have 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 - User Defined Fields**

You can edit any of the default field settings to create your own “user-defined” versions. There is one field setting for each bowler type, line, length and attacking setting (75 field settings in total). Once you have developed your field settings you can choose to use them by clicking the “user-defined” check-box. This will stay active when you change bowlers and tactics. You can toggle between using the user defined and default fields for each current bowler and for each current batsman.

To customise a field setting, use the mouse to drag the fielders (represented by numbers) on the oval to their new positions. 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 that you wish to use.

The panel to the left of the Edit Field screen can be customised to display where a batsman is scoring their 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 right 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. Your batsmen will be at their best on three notches aggression, when they will play to their natural game.

### **Settled**

The bar below the “Defensive/Attacking” bar indicates how settled a batsman is. As the batsman becomes more comfortable at the crease this bar will fill up from red, through yellow, to green.

### **Tiredness**

The red bar surrounding the settled bar is an indication of how tired the batsman is. The shorter the bar the more tired he is. After a long session batting a batsman can become tired, may lose concentration and could be more likely to make a mistake.

### **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 click on the player’s name in the Batting or Bowling card.

Alternatively, select one of the analysis buttons 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 batsmen 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.

You can also declare at the start of an interval. This will avoid wasting time changing innings.

## New Ball

The new ball will be available to the bowling side after 80 overs.

**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 2013 presents a tough challenge to most captains. 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 runs 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 opponent's 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 10 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.
- In twenty over matches you need to be aggressive from the start. Use seven notches to "settle" the batsmen, before moving to maximum aggression. You might need to defend for a couple of overs if you loose quick wickets to avoid a collapse.
- 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 somewhat 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. Some players are naturally gifted in one-day matches but less so in first class (and vice-versa).
- Player will generally not do well batting at more than four notches from the start 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 may then adopt a more defensive approach, allowing your batsman to score more freely. The bowler will rarely defend, however, if you are batting to save a draw in a first-class match.
- 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 the last over if you are playing "Ball-by-Ball" in a close 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 technique 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 experienced. 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 25% 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.

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

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 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 be 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

The scoring system is based on a chess-style formula that takes into account your current position and experience. Initially players will gain 125 points for each match they play, with extra points being added for a win, and points deducted

for a loss. Once eight games have been played, a full score is established and points are calculated based on the quality of the opposition alone.

## **CHAT**

Type in messages to other players.

## **CHALLENGING**

The lobby system allows you to play a single player game while you wait for challengers on-line. To activate this, select the Internet Game option and enter the lobby with a registered team. When you click “back” you will be asked whether you want to stay logged in.

To execute a challenge, click on the name of the player you wish to challenge. 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 shown as follows:-

### **Match Length:**

You can play twenty over, one day or first class 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. 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, 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 opponents by typing in the Chat box on the Chat tab. 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 on-line 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 2285.

## 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:

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**Interface Design:** Andy Yau

**Network Programming:** Dan Thomas

**QA Testers:** Nigel Stilwell,

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- Jonathan Agnew for assistance beyond the call.

## Website addresses:

[www.childishthings.co.uk](http://www.childishthings.co.uk)