

CRICKET

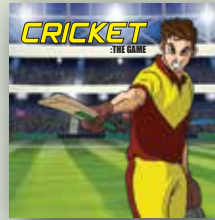
:THE RULES



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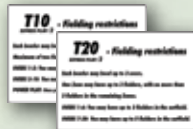
GAME BOARD (2 SIDED)



RULEBOOK



COIN TOSS TOKEN 45x OVER CARDS



T10/T20 RULE CARD



BALL TOKEN



24x PLAYER CARDS



PITCH TILE



15x DICE



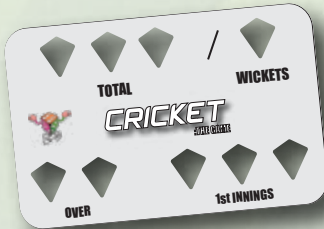
3x PITCH CARDS



16x BOWLER CARDS



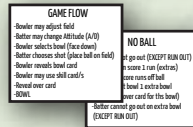
DRS CARD



SCOREBOARD



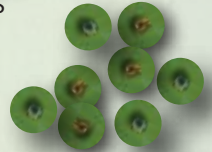
10x OVER TOKENS



UMPIRE CARD



ADVANTAGE CUBE



9x FIELDER TOKENS



2x BATTER ATTITUDE TOKENS



5x BATTER CONFIDENCE TOKENS



BATTER FACING TOKEN



8x SKILL CARDS

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ABOUT CRICKET: THE GAME

Cricket: The Game (CTG) is based on the physical sport, with a number of tweaks to ensure you can get a game finished in less than a day, but keep all of the tension and excitement of the outdoor game.

Match Structure

A match consists of two Innings (an Innings for each side). With each Innings a team takes its turn Batting while the other team is fielding, so each player will play the first Innings either Batting or bowling, and then swap for the next Innings.

The first team Batting is trying to score as many runs as possible in the allocated overs and in the second Innings they will field, trying to stop the other team scoring more runs than the total runs they managed to score in their Innings. The team Batting second will win if they exceed the runs scored by the first team, and will lose if they fail to do so.

Each Innings is played until either the number of Overs are complete (an Over consists of a single Bowler bowling 6 deliveries), or until 10 Wickets are taken (when a Batter is out it is called a "Wicket"). This is known as a "limited Over" match.

The game can be played as a 10 Over game (T10) or a 20 Over game (T20) (*see GAME LENGTH*).

Solo Play

Solo play is a great way to get some Overs in, even if you don't have a team around. For Solo Play please go to our website and download our free PDF Solo Play Rules.

There will be ongoing additions to the scenario play, so be sure to check in from time to time.

GAME SETUP

PREPARING THE TEAM

Each player chooses a team (each team has 12 players to select from). Both players then choose to drop either 1 spin Bowler or 1 pace Bowler, to make their chosen team of 11. Each team will therefore be made up with either 1 Pace and 2 Spin specialist Bowlers, or 1 Spin and 2 Pace specialist Bowlers.

CHECKING THE PITCH

Shuffle the Pitch Condition cards, and draw one to determine pitch conditions for the game.

COIN TOSS

Flip a coin, with the winner choosing to Bat or Bowl first.

SETTING THE FIELD

Place the Pitch tile on the game board with the Batting team colours in Batting positions showing.

The Fielding team sets their field with 9 Player tokens (the Bowler and Wicket Keeper being on the Pitch tile), as per any fielding restrictions.

The Fielding team now selects a Bowler and places the player card in the allocated Bowler slot.

OPENING BATSMEN

The Batting team selects 2 Batters, and places the Batter player cards chosen in the two Batting slots, placing the Facing token beside one of the Batter cards to represent the facing Batter.

The Batting team places the Batter Attitude tokens (*see BATTER ATTITUDE*) on each Batter in the preferred style, with "A" representing an Aggressive style and "D" being a Defensive style.

LET'S PLAY

Play then proceeds to the Gameplay.



GAMEPLAY

Innings and Overs

Cricket is played as two Innings, with each team taking one turn at Batting and one turn at Bowling. Each Innings is made up of a set maximum number of Overs. Each Over is the delivery of 6 Balls (plus extras).

Set-up at Start of each Over

- The Fielding team selects a new Bowler from their team deck to replace the current Bowler. Place the new Bowler in the Bowler slot (*you cannot use the same Bowler in successive overs*). Use over tokens on Bowler cards to keep track of how many overs have been played.
- The Fielding team then draws the corresponding Bowling deck to their hand, and places the Bowling Deck Rule card face up in the allocated slot.
- The Fielding team shuffles the Over Deck for the relevant Bowler (Pace, Spin or Medium) and places 6 Over Deck cards face-down in the Delivery slots (numbered 1-6 along the bottom of the board).

Resolve Express play

- Turn over the first facedown Over Deck card and resolve the outcome based on the Express Play value. Change the Facing Token as required. Repeat until all Express Play cards have been resolved (*see GAME LENGTH*).

Sequence of each Ball in over

- Set the ADVANTAGE meter to match the facing Batter's current Confidence.
- The Fielding team returns to hand the last played Bowl card (not required on 1st ball after express play).
- The Bowler adjusts the Fielder positions as desired.
- The Bowler selects a Bowling card from their hand and places it face-down in the 'CHOSEN BOWL' slot.
- The Batter may change the facing Batter Attitude token (Aggressive to Defensive or vice versa).
- The Batter selects the Zone they will attempt to hit the ball by placing the ball on the Stroke Selection circle. If the ball is hit, it will be hit into the Zone selected here.
- Reveal the Bowling Card in the 'CHOSEN BOWL' slot and adjust the Advantage meter if required (*See ADVANTAGE*).
- Turn over the next facedown Over Deck card in 'DELIVERY SLOTS' to reveal any changes, actions or conditions for this bowl (Over Deck cards are revealed from left to right as the Over progresses).
- Unless the Over Deck card advises otherwise, the Bowler will now roll their respective D6 or D8 die followed by the Batter to resolve the outcome of the bowl.

End of each over

- To indicate the Fielding team bowling from alternating ends of the pitch each Over, at the end of each over move the FACING Token to the other Batter.
- Remove used Over Deck cards and shuffle back into the relevant Over Deck.
- Place the Bowling card to the side of the play area, with the appropriate Over token for number of Overs completed by that Bowler.
- Check Over count; If the maximum number of Overs are completed for the Innings, switch the Batting/Bowling teams for the second Innings.



D6 die have 6 sides.
D8 die have 8 sides.



GAME COMPONENTS

BOARD / FIELD



Playing Field

The field of Cricket: The Game is divided into different spaces known as Zones and Areas, which are used for positioning Fielders. The white arrow is only an indication of the direction the Bowler delivering from, and doesn't affect gameplay.

Zones

The board is split into 6 segments called Zones. Each Zone has two shots (Batter strokes) listed in the outer area (except for the 'Bye' Zone) that are used to identify the type of Strike the Batter takes.

The Zones are as follows (clockwise from Bye Area):

- Bye
- Leg Glance / Hook Shot
- Pull Shot / Big Shot
- On Drive / Straight Drive
- Off Drive / Cover Drive
- Square Cut / Late Cut

Infield and Outfield

There is an Infield and Outfield within each Zone which affects where Fielders can be placed, based on fielding restrictions on some Overs.

Areas

Each Zone is separated into Areas, with two on the Infield, and two on the Outfield (*The night board (T10) has only one area in the outfield per zone*).

Distance

The Areas are separated into bands that identify where a struck ball is going to land and/or stop, denoted by the numbering along each Area. They are marked as $\frac{1}{2}$, $\frac{3}{4}$, $\frac{5}{6}$, $\frac{7}{8}$ in a T20 game and marked as $\frac{1}{2}$, $\frac{3}{4}$, $\frac{5}{6}$ in a T10 game. These markings are used to determine the distance of a struck ball when the Batter successfully hits the ball. (*see Outcomes of Bowls*).

Catch

The orange number (e.g. 6+) is the die roll required for the fielding team to roll to catch if and when a catch is available.

PITCH TILE / FIELDERS

The game comes with 9 reversible Fielder tokens that you will place in chosen areas on the field, and also a reversible Pitch tile that has the two Batters, a Bowler, and Wicked Keeper to make up the teams in either Batting or Feilding positions. The Pitch tile is placed in the centre of the board and both the Pitch tile and Fielder tokens are flipped over at half time.

The Wicked Keeper and Bowler do not count as Fielders for any game rules regarding fielding.



FACING TOKEN

The general rule for the Batter Facing token is that it will change to the other Batter on any ODD number of runs scored and will stay with the current Batter on any EVEN runs scored.

OVER TOKENS

The Over Tokens are able to be used to keep track of the number of Overs completed by each Bowler through the Innings.

PITCH CONDITION CARDS

Prior to commencement of play, but after teams are selected, a random Pitch Condition card is chosen to represent the pitch conditions for the day. The conditions may suit Pace, Spin, or be neutral. The effects on gameplay are detailed on the cards.

GREEN PITCH

PACE: Pace bowlers may re-roll on the

DUSTY PITCH

SPIN: Spin bowlers may re-roll a result of 1 on the bow

DEAD PITCH

NO EFFECT

Dusty Pitch

The Dusty pitch conditions favour spin bowling. When playing on a Dusty Pitch with a Spin Bowler, they may re-roll a 1 (only one re-roll per delivery).

Green Pitch

The Green pitch conditions favour Pace bowling. When playing on a Green Pitch with a Pace Bowler, they may re-roll a 1 (only one re-roll per delivery).

Dead Pitch

The Dead pitch has no advantage to any Bowling style.

We recommend using the Dead Pitch condition for your first game.



BOWLING DECKS

Bowling cards are used for Deliveries, with a range of delivery types depending on the bowling style.

Once you have selected a Bowler for an over, you draw the corresponding Bowling deck to hand and place the Bowling rules card in the Bowling rules slot at bottom right side of board for reference. The rule card shows the optimal shots for the Batter to play against each type of bowl. There are 3 bowling styles; Pace, Spin, and Medium (All-rounders). Each style has a selection of bowls that target different Zones on the field for the Batting stroke.

Bowling Reference Cards

The Bowling cards include Bowling Reference cards, that have specific conditions and attributes detailed for each bowling type.

PACE

If the 'TO HIT' roll is successful by 3 or more the batter 'may' add 1 to the distance roll (maximum total of 6)

EXPRESS PLAY:

- 1-5 = 1 Run
- 6-7 = 3 Runs
- 8 = 6 Runs

PACE

OVER

PACE

STRAIGHT

SPIN

OVER

SPIN

TOP SPIN

MEDIUM

OVER

MEDIUM

INSWING

OVER DECKS

There is a dedicated Over Deck for each bowling style (Pace, Spin and Medium). The Over Decks are used to add atmosphere to the game, by adding conditions or effects to the play.

The cards vary in how they affect the Delivery, where some will simply nominate no effect, and others with detailed information about a particular situation or event.

Six random cards will be used to represent each Over.

Great Shot
PLAY IF HIT BY 2 OR MORE

CARD TITLE and TRIGGER CONDITION

Great Shot
PLAY IF HIT BY 2 OR MORE

APPLIES TO BATTER (BAT) or BOWLER (BALL)

Great Shot
PLAY IF HIT BY 2 OR MORE

EFFECT CARD HAS ON DELIVERY

Great Shot
PLAY IF HIT BY 2 OR MORE

EXPRESS PLAY VALUE

Patience

Run Out
PLAY IF BALL IS FIELDIED

Boundary
PLAY IF SHOT IS HIT

- Subtract 1 from bat

4+

- 3 RUNS	1-4 4 runs
+ 4 RUNS	5-6 6 runs

Express Play

Express Play is incorporated into the game to ensure a complete Innings is playable in a reasonable timeframe.

The only consideration on the card when Express play card is flipped face up (e.g. 1st two cards in Over Deck in a T10 game) is shown on a symbol in the bottom-left corner. This is the only action of the Bowl when in play, all other aspects of the card are ignored.

For Balls that use Express Play, the following Icons are used:

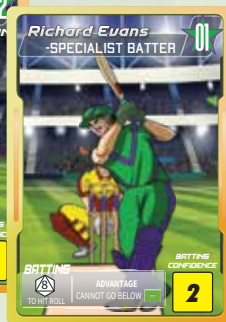
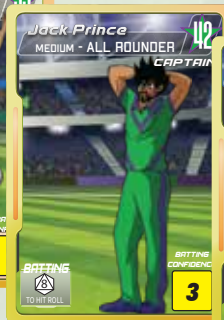
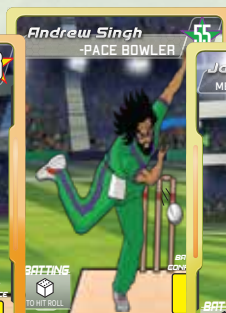
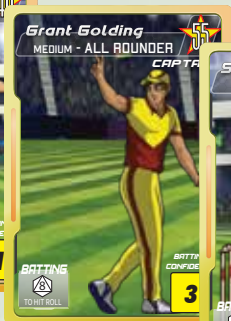
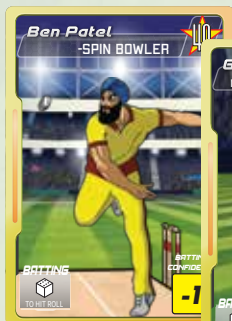
- Dot ball (no runs scored)
- A single run is scored
- Two runs are scored
- Three runs are scored
- Bowler rolls a D8 on next non-express bowl
- If two subsequent Balls are drawn in express play, Bowler rolls a D6: 5+ Batter out -BOWLED
- Batter rolls a D8, refer to current bowling deck rules card for result



PLAYER CARDS

The Player cards represent each Player in the team. They are used throughout the game for Batting and Bowling statistics and abilities. Each team starts with a team of 12 players, but must discard one specialist Bowler (Pace and Spin Bowlers are considered specialist Bowlers) before play you create the team of 11 to take the field, to create either a Pace or Spin dominant bowling line-up. Your final team will consist of three specialist Bowlers (pace/spin), three specialist Batters, four All-rounders (Medium) and one Wicket Keeper. Pace and Spin Bowlers are specialist Bowlers and have a few tricks up their sleeve that make them dangerous on the pitch. All-rounders are competent at medium pace Bowling and Batting, but don't get any special considerations.

Each team has the same player stats and abilities.



ADVANTAGE

The Advantage meter adjusts the value of the outcome of the roll to the advantage of either the Batter or Bowler, depending on the final location on the meter prior to rolling. The meter has a ball at one end indicating the outcome is in the Bowler's favour, and a bat at the other end indicating it is in the Batter's favour.


Adjusting the Advantage Meter

- At the start of every Ball, set the Advantage meter to the Batter's current Confidence value.
 - Once the Batter's shot is chosen, and the 'Chosen Bowl' card has been revealed, adjust the Advantage meter as follows;
 - If the Batter's Shot chosen is in a Zone that matches a shot on the Bowl card, the Batter will gain full Advantage (3) on the Advantage meter.
 - If a different Zone is selected, the Advantage meter will reduce 1 advantage point per full Zone away from the chosen Stroke, i.e. count how many Zone lines you cross until you get to the first shot on the Bowler's card and move the Advantage meter 1 step closer to the Bowlers end for every line crossed.
- Note: You cannot count through the BYE zone.

Effect on Dice Rolls

- If the Advantage is neutral both teams will use the face value of their roll unmodified.
- If the Advantage meter is on the Batters' side, add the value shown on the meter to the Batters' Roll.
- If the Advantage meter is on the Bowlers' side, add the value shown on the meter to the Bowlers' Roll.
- Note that the meter cannot go above 3 for the Batter, or 1 for the Bowler.

Specialist Batter

Note that the Specialist Batters have an ability that does not allow their Advantage reducing below Neutral  regardless of the effects of game cards in play.

BATTER ATTITUDE TOKENS

The Batter Attitude tokens are double-sided. They are used to show whether a Batter is playing Aggressive or Defensive for the Over.

A Batter's Attitude token is set to Aggressive or Defensive when he first comes to the crease, but can be changed before dice are rolled on any given bowl.

When a bowl is successfully struck and you are rolling for distance and bounce, the Bounce die you roll is determined by the facing Batter's current attitude setting. If the Batter is playing aggressively, you will roll the red Bounce die with the Distance die. If the Batter is playing defensively, you will roll the green Bounce die with the Distance die. The Aggressive die has opportunities for gaining further distance, but also more chance of being caught.

Batter Attitude can affect the outcome of some Over Deck cards, either positively and negatively depending on the situation.

Batter confidence

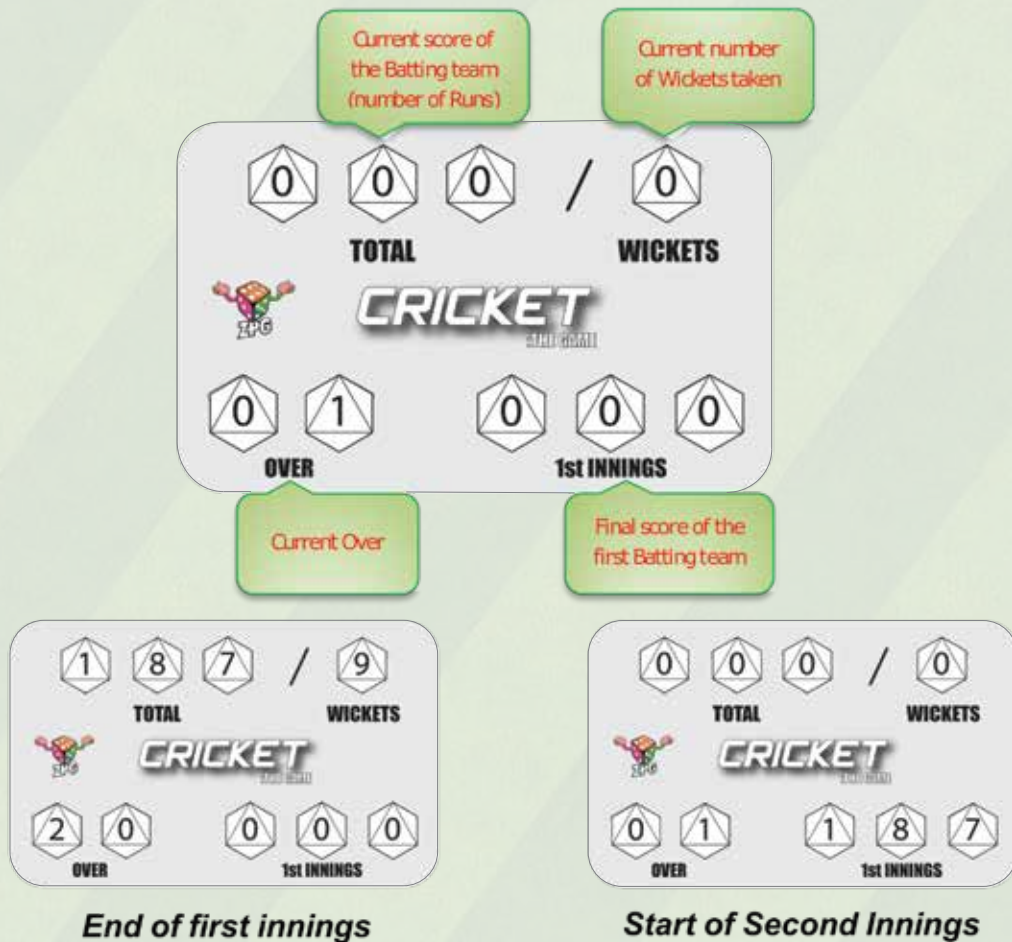
The Batters Confidence will change during the Innings depending on Over Deck card results and shots played. All Batters start with Confidence as listed bottom right on their Player card. You will use the current Batter confidence stat to set the Advantage meter at the set-up of the next bowl. Use tokens provided to cover and change the current Batter Confidence as required.

Some Over Deck cards will raise or lower the Batter's Confidence, depending on what Attitude the Batter currently has, this will not affect the Advantage meter until the next ball. Batter confidence cannot go above 3 or below -1.

THE SCOREBOARD

The unique Scoreboard in Cricket: The Game is a great way to track the progress of the game. Use the nine D10 dice to record and track the current Runs, Wickets, Overs, and 1st Innings total.

Once the first Innings is complete, set the value in 1st Innings to be the amount scored in the first Innings. In order to win, the team Batting in the second Innings will need a greater number of Runs to win the game.



OUTCOME OF BOWLS

Block

An equal result either by dice face-value OR Advantage-adjusted result will mean the Batter has Blocked the ball resulting in a 'dot ball' (no runs scored).

Strike (Batter hit the ball)

The Batter requires a higher roll (including adjustment for advantage) than the Bowling roll to Strike the ball, including the adjustment for the Advantage (See *Struck Ball*).

Miss

If the Batter has a lower result (including adjustment for Advantage), the ball is missed.

If a ball is missed by 4 or more (including adjustment for Advantage), the Bowler can roll a D8 to attempt to bowl the Batter out on a roll of 7 or 8.

Bowled

A roll of 6 (or 8 with D8) from the Bowler and a roll of 1 from the Batter will result in the Batter being Clean Bowled and OUT! (No effect, card ability, or re-roll can alter this result, so bad luck, tell your story walking!).

When a Strike attempt is missed by 3 or more, the Bowler will roll the dice to determine if the Batter was Bowled Out. If the Batter was playing Defensive, a D8 is rolled with a roll of 7+ being Bowled. If the Batter was playing Aggressive, a D6 is rolled with a roll of 6 being Bowled.

Four-run boundary

A roll of 1 from the Bowler and a roll of 6 or higher from the Batter (on D6 or D8 dice) will result in the Batter hitting a FOUR! (No adjustment can be made for the Advantage Meter, or any effect from the Over Deck).

Six-run boundary

A roll of 1 from the Bowler and a roll of 8 from the Batter will result in the Batter hitting a SIX! (No adjustment can be made for the Advantage Meter, or any effect from the Over Deck).



STRUCK BALL

On a successful Strike, the Batter has hit the ball into the Zone selected when choosing the shot. The distance and bounce of the ball is still to be determined.

The Batter now rolls the D6 or D8 distance die (depending on game format), and one of the Bounce dice to determine the trajectory of the ball (See *Bounce Dice*).

Distance Die

The distance die will determine the Area the ball has been hit to, based on the numbering on the edge of the Areas. T10 format uses a D6, and will roll to the infield on 1 to 4, and the outfield on 5 and 6. T20 format uses a D8, and will roll to the infield on 1 to 4, and the outfield on 5 to 8.

Bounce Dice

There are two bounce dice included in Cricket: the Game, with the die you roll determined by the facing Batters current Attitude (See *Batter Attitude tokens*).

The Bounce die will determine how far the ball will continue to travel after the initial distance is made. The numbers represent the additional Area the ball will travel through before stopping, with a 0 remaining in the Area the ball made it to from the Distance die.



A Red coloured number indicates the ball is in the air and has a chance for a catch, if there is a Fielder in an Area where the Ball lands from the Distance Die.

A Green coloured number indicates the ball has been hit in a way that is unable to be caught

Note that there are two different bounce dice, the one you use is determined by the Batter's current Attitude (Green die for Defensive, and Red die for Aggressive).

Boundaries

A Four-run Boundary is scored if the combined value of the Distance and Bounce dice moves the ball beyond the highest value of the Outfield (there are different values for T10 and T20 game formats), as long as it is not caught or fielded.

A Six-run Boundary is scored if you reach the outer-most area with the distance dice, and roll a Green 2 on the bounce dice.

Any time a Batter hits a Boundary, the Batter's Confidence will increase by 1.

Strike against a Pace Bowler

When you Strike against a Pace Bowler by 3 or more (combined dice and Advantage), the Batter *may* add 1 to the Distance die roll. This can only adjust the Distance die to a maximum distance of 6 (a Boundary is not given on the distance roll alone).

Strike against a Spin Bowler

When you Strike against a Spin Bowler by less than 3 (combined dice and Advantage), you *must* deduct 1 from the Distance dice roll. This can only adjust the Distance dice to a minimum distance of 1.

Catch

If the Distance roll from a Strike (not including Bounce roll) causes the ball to enter an Area with a Fielder AND the bounce die is red, the Fielder may attempt to catch the ball on-the-full. For a successful catch, the Fielder must roll the D6 to get a result equal-to or higher than the required value for the Area, as per the orange Catch values marked in the Areas on the field (except areas with a Red outline, that have one less required on the result).

If the catch failed, the ball will continue to bounce the additional distance according to the Bounce die result. If the additional distance was 0, the ball remains in the current Area, and the Batters score the runs for that Area.

FIELDER / RUN-OUT

The following applies when a ball has not been caught:

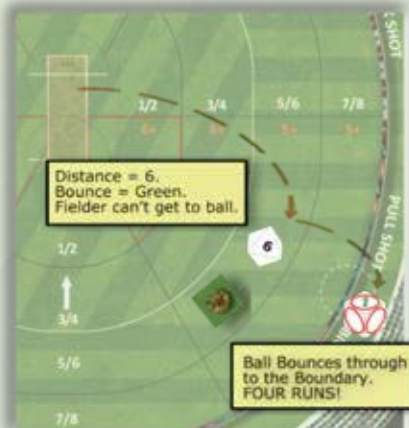
If a ball stops in an empty Zone the Batting team will score 1 Run if in the Infield, and 2 runs if in the Outfield.

If a ball stops anywhere that has a Fielder (who did not attempt a catch) the ball is considered *Fielded*.

Infield

If the Bounce die result is Red, the Batter can decide to take no Run and stay safe, or attempt 1 Run with a chance for a Run-Out.

If the Bounce die is Green, the Batter will take 1 Run, unless they decide to attempt an Extra Run (see below).



Outfield

If the Bounce die result is Red, the Batter can decide to take 1 Run and stay safe, or attempt 2 Runs with a chance for a Run-Out. If the Bounce die is Green, the Batter will take 2 Runs, unless they decide to attempt an Extra Run (see below).

Run-Out Outcome

A standard Run-out attempt is made by the Fielding team requiring a roll of 6 on a D6. If the Run-out attempt is successful, the Batting team will score 1 LESS Run than they were attempting to make (so a Run-out from an Infield strike will be 0 runs, and an Outfield strike will be 1 run). The Batter that is closest to the Fielder throwing the ball (when ending their run) is the Batter that is out, with the Batters still changing ends as if successful.

You cannot attempt a Run-Out with the same Fielder that attempted to Catch.



EXTRA RUNS

If the ball ends in an empty Area (no Fielder), the Batters may attempt to get 1 extra Run. If you choose to risk an extra Run, the Fielder rolls a D6 with a result of 5 or 6 being a Run-Out. The Batter running towards the closest Wicket to the Fielder is the player Run-Out!

MISSED STRIKE

If a Strike is missed by less than 3 (and not blocked) it is a 'dot ball', meaning no Runs are scored and the next Delivery commences (unless a Bowling Deck card says otherwise).

If a Strike is missed by 3 or more, the Bowler rolls a die to determine if the Batter was Bowled Out. If the Batter is Aggressive the Bowler will roll a D8, with the Batter being Bowled Out on a 7 or 8. If the Batter is Defensive the Bowler will roll a D6, with the Batter being Bowled Out on a 6.

NO BALL

A No-ball is a delivery which does not count as one of the Bowler's six legitimate Balls in an over.

The fielding team are penalised one Run 'extra' every time a No-ball is bowled, which is added to the extra's tally of the Batting team.

The Batter can still score Runs off the no-ball, but cannot be bowled (including a Clean Bowl roll) or caught out, however CAN still be Run-Out.

A No-ball is followed by a "free hit extra delivery" additional bowl from which the Batter can also not be bowled or caught out (including a Clean Bowl roll), but again can still be Run-Out. Play out the additional bowl without the use of an Over card.



DRS - UMPIRE DECISION REVIEW SYSTEM

A DRS review is able to be used once per Innings under certain conditions, as detailed on the DRS card.

'DRS' cannot be used when Run-Out or Clean Bowled.

BOWLING AND FIELDING

BOWLING STYLES

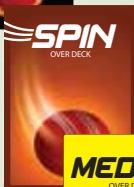
Most balls will be bowled using a D6, but some specialist Bowlers roll a D8 depending on Pitch Conditions and bowl selected.



Pace

Pace Bowlers have, you guessed it, pace! This bowling style is generally considered the most aggressive, and is a high-risk, high-reward style.

Pace Bowlers rely on their speed to reduce Batters striking options, and also to push for a slight edge that may send the ball through to the slips for a catch, so keep that in mind.



Spin

Spin Bowlers are slow, but move the ball in confusing ways, making them difficult to read. A good Spin Bowler will have opportunities for nicks that may be caught behind or miss-hits that go straight to a waiting Fielder.



Medium

Medium pace Bowlers are the all-rounders of the game. They rely on good Fielder placement to take advantage of possible catches and Run-Outs. The relative predictability of Medium Bowlers also makes them difficult to exploit for large gains.



FIELDING

The placement of Fielders in CTG is an important part of the game. Whether you are going to set up for pushing play towards your Bowlers preferred Bowl, or spreading your field to try and minimise Runs, Fielder placement can have a significant effect on the Run Rate of the Innings.


Area and Zone limits

See GAME LENGTH for field restrictions.

Slips

As per the Pace and Spin Rule cards you may place Fielders in the Bye Zone to act as Slips. If a shot is Blocked you may attempt to catch with the slips. Roll a D6 to attempt a catch for each Slip, catching on a roll of 6.

Snick-o-meter

If the drawn Over Deck card has a  symbol on the card, you may roll to catch with the slips on a Blocked or Missed shot.

Focussed Fielder Positions

Where a Zone has a red outline, the Fielder will require a roll of one less than the marked value on the board for that Zone to catch the ball.



BATTING

ATTEMPTED STRIKE

Batters use a D8 to attempt to hit the ball, except Specialist Bowlers who use a D6.

DISMISSAL

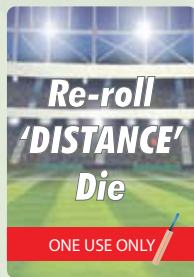
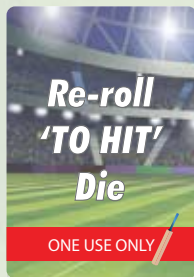
When a Batter goes out for any reason, place the Player card face-down away from the play area. Select the next Batter from the team deck to replace the Batter just out (select the new Batters Attitude as Aggressive or Defensive).

SKILL PLAY CARDS

BATTERS

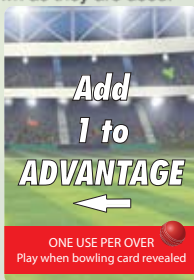
Each Specialist Batter has three Skill Play cards that they can use ONCE per Innings. Lay these face-up beside the Batter card, and turn them face-down as they are used.

All other Batters also have the use of Skill Play cards, but can only use one card in their Innings. When any Skill Play card is used by a non-specialist Batter, you must flip ALL 3 cards face down to show it has been used.



BOWLERS

All Bowlers have the use of the two Skill Play cards. They can be used once per over, as per card rules. Lay these face-up beside the Bowler card and turn them face-down as they are used.



GAME LENGTH



10 OVER MATCH FORMAT

Bowlers.

Each Bowler may only bowl 2 overs, but not back-to-back.

Fielders.

The First two Overs allow up to 2 Fielders in Outfield.

Subsequent Overs allow up to 5 Fielders in the Outfield.

Up to 2 Fielders can be in a Zone at any time, and only 1 Fielder per Area.

Over Cards.

The first and last Over are played in full. For other Overs the first two Balls of each over are Express Play.

POWER PLAY OVER.

Once per Innings on any over from 3-10 after the Bowler has chosen the Bowler, the Batting team may call "Power Play Over". The fielding team for this over is restricted to 2 Fielders in the outfield.



20 OVER MATCH

Bowlers.

Each Bowler may only bowl 3 overs, but not back-to-back.

Fielders.

The First six over allow, up to 2 Fielders in Outfield.

Subsequent Overs allow up to 5 Fielders in the Outfield.

One zone may have up to 3 Fielders, all other zones have a maximum of 2 Fielders, and only 1 Fielder per AREA.

Over Cards.

The first and last Overs are played in full, For other Overs, the first two Balls of each over are Express Play.

CONFLICTS / PRECEDENCE

In some cases there may be more than one chance for a Bowler to get a batsman out, eg. the Batter is facing a pace Bowler and misses the shot by 4 or more, the fielding team has two slips in place.

The Bowler would now have to decide to either roll to try and bowl the Batter out (requiring a roll of 7+ on d8) or to roll the D6 (can roll once for each slip) to catch in the slips. When this happens the Bowler will choose 1 option only and roll for that ignoring the others.

The only Exception to this rule is when you have a catch and Run-Out attempt in the same bowl using different Fielders.



CAN'T GET ENOUGH OF US?

Find out more about us and what we do at www.zeropointgames.co.nz

We're also on Boardgame Geek, and would love a rating or review.

Don't forget to play the game on Tabletop Simulator too. The scripted version is great, and you can join with other from across the room, or around the world.

Lastly, find us on social media. There are always plenty of updates and fun things to get involved with.

ACKNOWLEDGEMENTS

There are a great many people that have helped us along the way, but there are a few solid performances we'd like to mention.

Jace Fraser created all of the stunning players, and Erebus created our amazing Gameboard. Definitely a round of applause for those two.

Tim Welch has been a great playtester, contributor to our rulebook (it actually used to be a lot bigger!), and brilliant sounding board.

Sascha Bock created the scripted version of the game on Tabletop Simulator, and smashed it out of the park!

And TableTop Wolf (YouTube) jumped into the game as our 12th man and created some solid video's for the game that you need to see.

LEGAL BITS

This game has been created and developed by Zero Point Games, and all devices and mechanisms used in the game are the intellectual property of Zero Point Games.

Any likeness to characters, names, and other aspects of the game are coincidence, and not based on any direct use of real-life attributes.

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GAME FLOW

- Bowler may adjust field
- Bowler selects bowl (face down)
- Batter may change Attitude (A/D)
- Batter chooses shot (place ball on field)
- Bowler reveals bowl card
- Bowler may use skill card/s
- Reveal over card - BOWL



NO BALL

- Batter cannot go out (EXCEPT RUN OUT)
- Batting team score 1 run (extras)
- Batter can score runs off the NO BALL
- Bowler must bowl 1 extra bowl (no OVER CARD for this bowl)
- Batter cannot go out on the extra bowl (EXCEPT RUN OUT)

T10 - Fielding restrictions

EXPRESS PLAY: 2 (OVERS 2-9)

DRS: DISABLED

Each bowler may bowl up to 2 overs.

Maximum of two fielders per Zone.

OVERS 1-2: You may have up to 2 fielders in the outfield.

OVERS 3-10: You may have up to 5 fielders in the outfield.

POWER PLAY: Once per innings (Overs 3-10)



T20 - Fielding restrictions

EXPRESS PLAY: 2 (OVERS 2-19)



DRS: ENABLED

Each bowler may bowl up to 3 overs.

One Zone may have up to 3 fielders, with no more than 2 fielders in the remaining Zones.

OVERS 1-6: You may have up to 2 fielders in the outfield.

OVERS 7-20: You may have up to 5 fielders in the outfield.

A DISTANCE ROLL AFTER BALL IS HIT TO THE FURTHEST SEGMENT COMBINED WITH A GREEN  /  ON ANY BOUNCE DIE IS AN AUTOMATIC 6 RUN BOUNDARY

