

CRICKET: SOLO MODE

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Enclosed are the directions for playing CRICKET: THE GAME as a solo player.

For the purposes of clarification in rule description, your opponent will be referred to as the "AI" player or team. These rules explain how to control the AI player.

This is designed to be read in conjunction with the standard Rulebook. The changes or additions to the standard rules are detailed here-in.

Please note that this is not the final rulebook for CTG, and rules are subject to change.

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QUICK LOOK

Below is the sequence of play when using an AI player. You will undertake dice rolls and decisions for the AI player based on the conditions clarified in this rulebook.

AI BOWLING

- AI Select new bowler based on 'AI Bowler Selection' chart.
- AI Set field based on 'Setting the field for AI Bowler' diagrams.
- AI Shuffle Bowling Deck face-down, and place top card in Bowling slot.
- Player Select Stroke.
- AI Reveal Bowling card.
- Player Adjust Advantage meter.
- Player Reveal Over Deck card and resolve.
- AI Roll dice for AI bowler.
- Player Roll dice for stroke
- Player Resolve outcome of delivery and stroke.

AI Batting

- AI Select batters in the sequence shown in 'AI Batter Selection'.
- Player Set Field and Bowlers as per the requirements of the standard rulebook.
- Player Select bowl and place face-up in Bowling slot.
- AI Roll dice to determine Stroke, see 'AI Batter – Stroke Selection'.
- Player Adjust Advantage meter.
- Player Reveal Over Deck card and resolve.
- Player Roll dice for AI bowler.
- AI Roll dice for stroke
- Player Resolve outcome of delivery and stroke.

GAME SETUP

PREPARING THE AI PLAYER TEAM

Select the 2 specialist bowlers with -1 Batting Attitude from the AI team, and discard one random player. Place the remaining cards in the AI player deck to complete the AI team.

COIN TOSS

Flip a coin, with the winner choosing to Bat or Bowl first. The AI player will always elect to Bat first if they win the toss.

AI BOWLER SELECTION

When the AI player is the Fielding team, the bowling sequence will be based on the following tables, depending on the number of Pace and Spin Bowlers in their line-up.

The selection of actual AI Bowlers will be at the Player's discretion.

PACE-DOMINANT (two Pace Bowlers)

T10	T20	
1 Pace	1 Pace	11 All Rounder
2 Pace	2 Pace	12 All Rounder
3 Spin	3 Pace	13 All Rounder
4 Pace	4 All Rounder	14 All Rounder
5 All Rounder	5 All Rounder	15 All Rounder
6 Spin	6 Spin	16 Pace
7 All Rounder	7 All Rounder	17 All Rounder
8 All Rounder	8 Spin	18 Pace
9 All Rounder	9 All Rounder	19 All Rounder
10 Pace	10 Spin	20 Pace

SPIN-DOMINANT (two Spin Bowlers)

T10	T20	
1 Pace	1 Pace	11 All Rounder
2 Spin	2 Spin	12 All Rounder
3 Spin	3 Spin	13 All Rounder
4 All Rounder	4 All Rounder	14 Spin
5 Pace	5 Spin	15 All Rounder
6 All Rounder	6 All Rounder	16 Spin
7 All Rounder	7 Pace	17 All Rounder
8 Spin	8 All Rounder	18 All Rounder
9 Spin	9 Spin	19 All Rounder
10 All Rounder	10 Pace	20 All Rounder

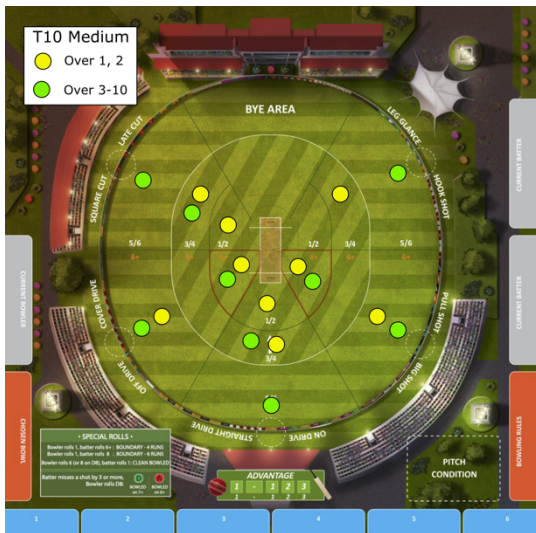
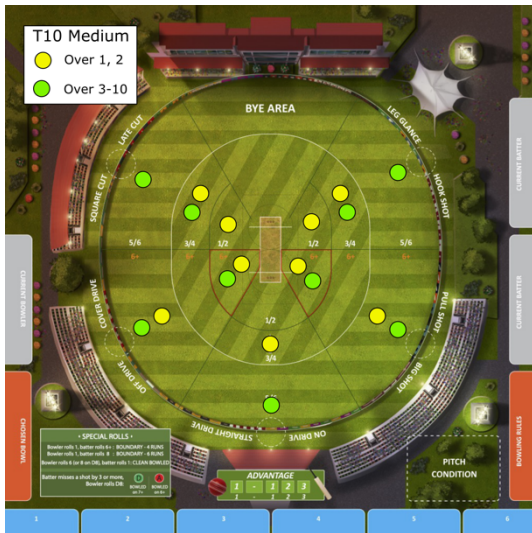
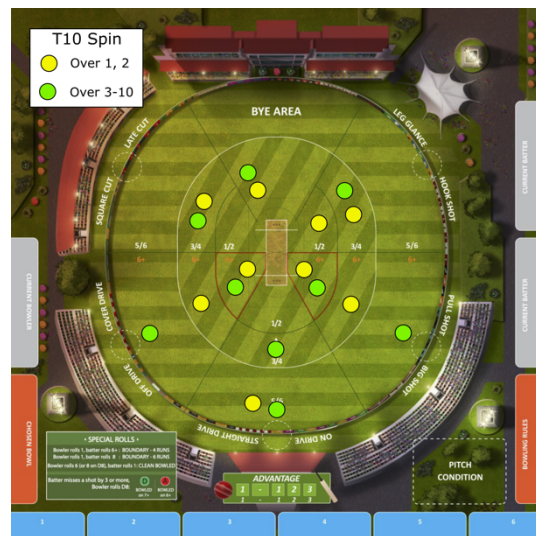
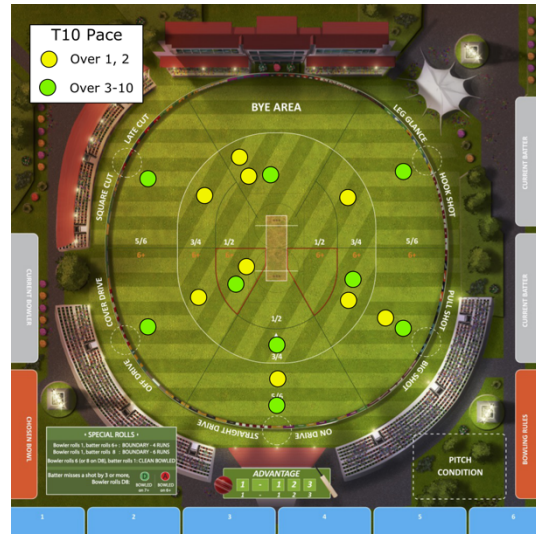
SETTING THE FIELD FOR AN AI BOWLER

The AI player will have a pre-set Fielder layout depending on the Bowler being used, based on one of the three Bowling styles. Toss a coin after the Bowler selection for each Over has been made, with Heads being the Standard layout (left column), and Tails being the Alternate layout (right column).

T10 FIELDING LAYOUTS

HEADS

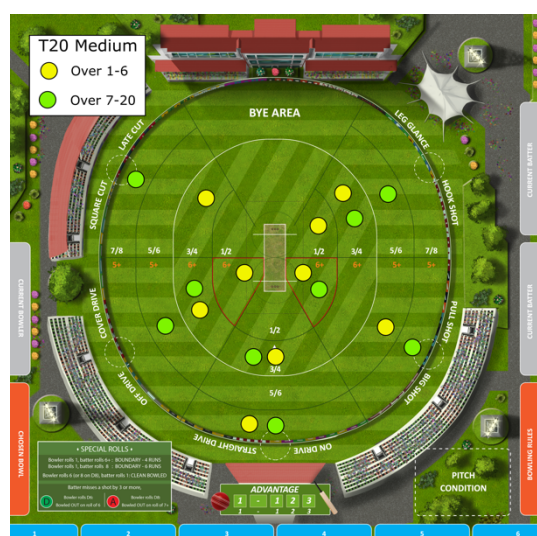
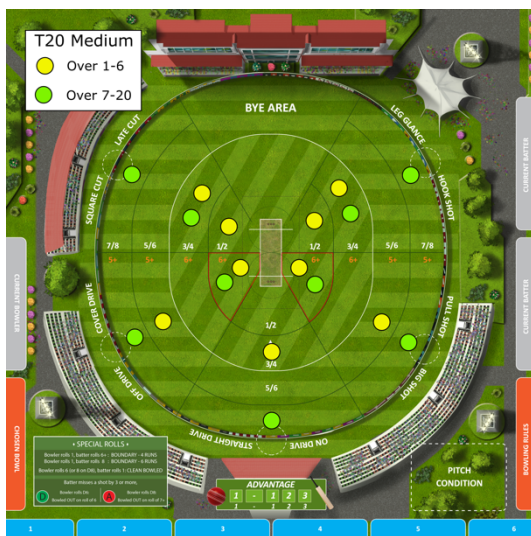
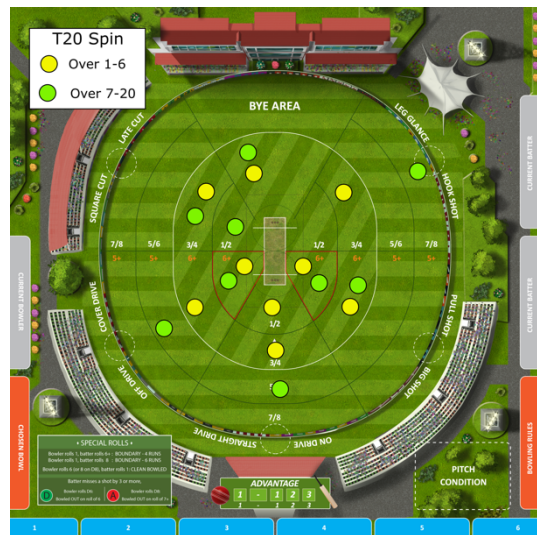
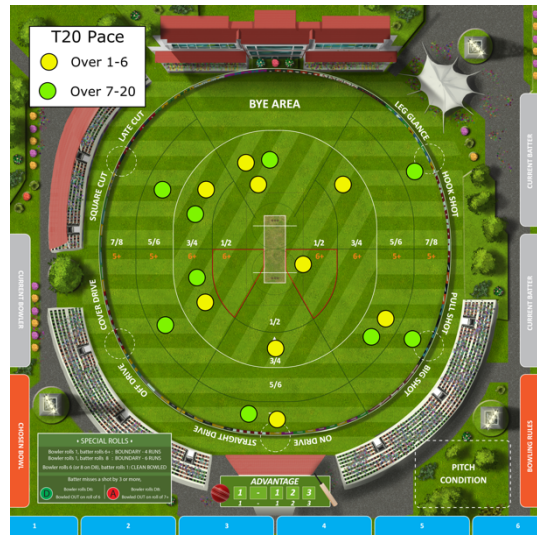
TAILS



T20 FIELDING LAYOUTS

HEADS

TAILS



AI BATTER SELECTION

The default AI player batting selection is based on a toss of the Batter Attitude token, with the face-up result determining the batting order. The Batting order will be as follows, for both T10 and T20 formats:

AGGRESSIVE	DEFENSIVE
- Specialist Batter	- Specialist Batter
- Specialist Batter	- Captain
- Specialist Batter	- Specialist Batter
- Captain	- All-rounder
- Wicket Keeper	- Specialist Batter
- All-rounder	- Wicket Keeper
- All-rounder	- All-rounder
- All-rounder	- All-rounder
- Specialist Bowler	- Specialist Bowler
- Specialist Bowler	- Specialist Bowler
- Specialist Bowler	- Specialist Bowler

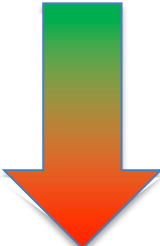
GAMEPLAY

The AI Player will be controlled by the user for dice rolls, and sequence of play will proceed as for any standard game.

Should there be a decision required by the AI player that is not covered in this Rulebook, it will be up to the user's discretion on what decision is to be made.

If there are multiple actions/effects available to the AI player regarding an effect or opportunity, the AI player will always take the option with the greatest probability of a favourable outcome. Below are the odds from highest to lowest for rolls of D6 and D8.

Most Preferred **4+ (D6), 5+ (D8)**



6+ (D8)

5+ (D6)

6 (D6 rolled twice, with two slips)

7+ (D8)

6 (D6)

Least Preferred **8 (D8)**

OVER DECKS

Batting

Where there is an option, the AI player will take an opportunity to use an effect of a Batting Over Deck card if the odds are in favour of a successful outcome.

Bowling

Where there is an option, the AI player will take an opportunity to use an effect of a Bowling Over Deck card if the odds are in favour of a successful outcome.

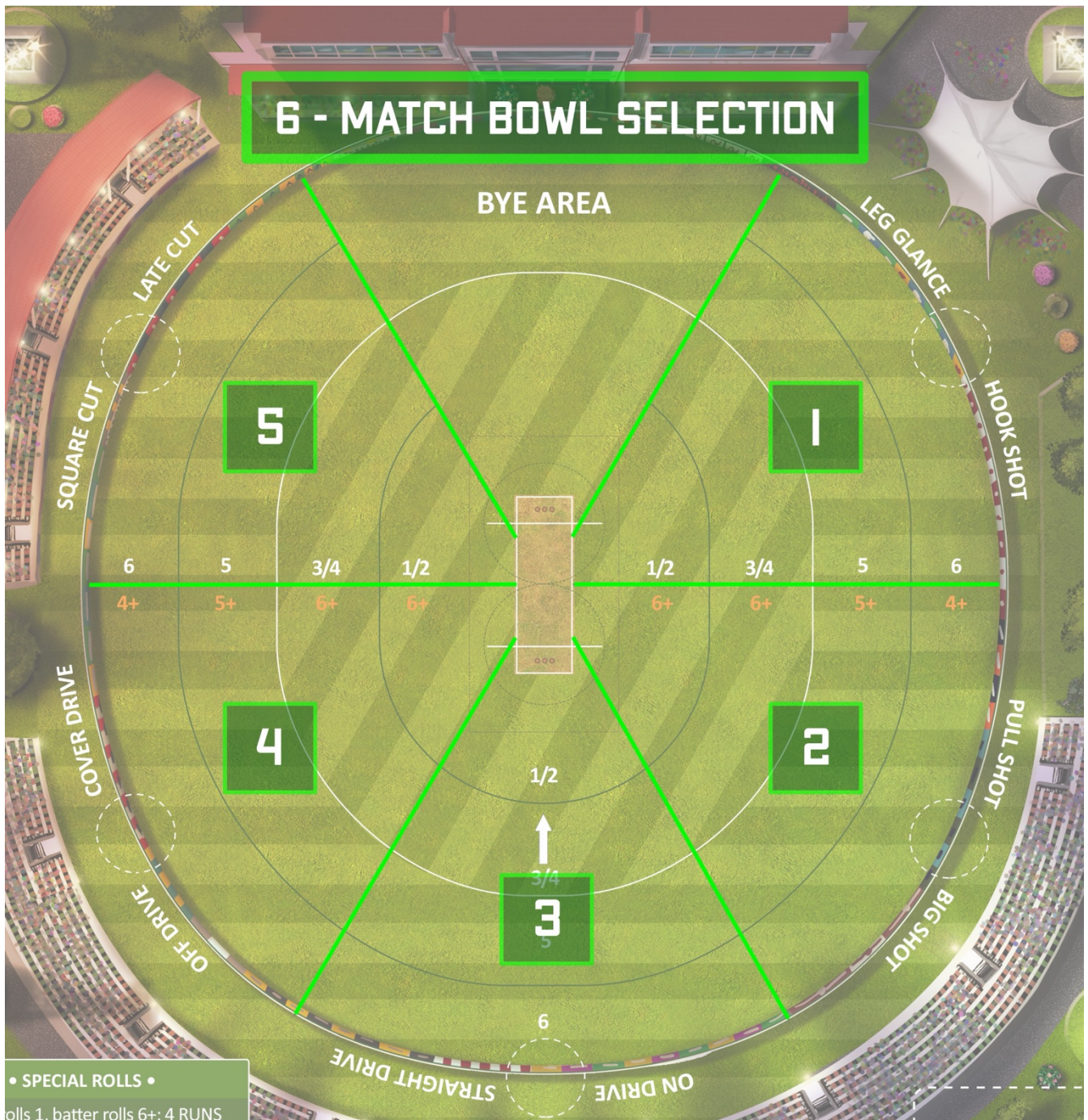
BATTER ATTITUDE TOKENS

The AI Batter Attitude will be Aggressive if their Confidence is at 2 or 3. If the AI Batter Confidence is below 2, the Batter will change to Defensive.

AI BATTER - STROKE SELECTION

The AI Batter will have their stroke selected by the player rolling a D6, with the outcome determining the selected stroke.

The Zone selection is based on the dice outcome, counting from the Leg Glance / Hook Shot (value of 1) in a clockwise direction. A roll of 6 will automatically match the Bowl Selection.



AI BOWLER – BOWL SELECTION

The AI player will use a randomly selected Bowl Type for each delivery played in the Over. Shuffle the Bowling cards and select the top card to place in the Bowling slot.

AI BOWLER – FIELDING

The AI player Fielders will be positioned as detailed in ‘Setting the Field for an AI Bowler’.

The AI player will take opportunities for taking wickets as per the greatest opportunity for a positive outcome, clarified in ‘Gameplay’.

OUTCOME OF BOWLS

EXTRA RUNS

The AI player will attempt to get an extra run at any opportunity in the following situations:

T10

- If they have lost less than 3 wickets with 5 Overs remaining to be bowled.
- If they have lost less than 5 wickets with 3 Overs remaining to be bowled.
- Every opportunity in the last Over.

T20

- If they have lost less than 3 wickets with 10 Overs remaining to be bowled.
- If they have lost less than 5 wickets with 5 Overs remaining to be bowled.
- Every opportunity in the last 2 Overs.

SKILL PLAY CARDS

BATTERS

The AI player will use a Skill Play card if any of the following situations arise:

- Use the BOUNCE Skill Play card if there is an opportunity for a boundary.
- Use the DISTANCE Skill Play card if a re-roll from the card use may offer an opportunity to avoid a possible catch in a Focussed Fielder Zone.
- Use the STRIKE Skill Play card if a re-roll from the card use may offer an opportunity to avoid a Block when a Slip is in play, or a Shot is missed by 3 or more.

Only one card will be played by the AI Player on any delivery. The card chosen can be decided by you.

BOWLERS

The AI player will use a Skill Play card for bowling at the first opportunity the card is allowed to be played.

DRS (Umpire Decision Review System)

In T10 the DRS is not used.

In T20 the AI will use the DRS card at the first opportunity after the 3rd Over is complete.

GAME LENGTH

The standard game lengths can be used, or you can play a Scenario depending on the amount of time you want to play, and the level of complexity you want to have.

With Scenario play, we have a series of pre-set game conditions that have a challenge for you to complete. We have included Scenarios below, and will be adding more through our community section on our website.

CONFLICTS / PRECEDENCE

Should there be any conflicts between the SOLO PLAY rules and the standard Rulebook, you as a player may decide which rule is to take precedence.

STICKY SITUATIONS – Optional Gameplay

To bring a little more excitement to the game, we've brought you the Sticky Situations – a series of events that the Player may come up against during the game. These are not applied to the AI player, so increase the level of difficulty to take the game!

The Batting Situations are used when the Player is Batting, and the Bowling Situations are used when the Player is Bowling. The effects will only apply to the current Over, except where a player is removed from the field.

Some Situations have been designated as “use once” effects. This is usually due to either the likelihood of them occurring in a game, or the significant impact they may have on results.

Situations Arising

To determine if a situation will occur, flip a coin at the beginning of the Overs noted below, with Heads being a Situation arising, and Tails being a Situation avoided.

If there is a situation arising, roll a D6.

T10 Overs 2, 5, 7, 8, 9.

T20 Overs 2, 5, 8, 11, 14, 17, 18, 19.

If you want the ultimate challenge, remove the coin flip for a guaranteed Situation every time!

Batting Situations

- 1 CRAMPED!**
At the start of the Over your Facing Batter gets cramped! Remove him from the field and bring on your 12th man (discarded player from game set-up). *Use Once.*
- 2 LIGHT FOOT**
Attempt an additional run from every Delivery this Over.
A fielded ball is out by standard rules, A MISS or BLOCK is out on a 5 or 6.
- 3 SHAKEN, NOT STIRRED**
The player will not attempt additional runs this Over. You will take a maximum of One run for each Strike into the field.
- 4 THE BALL NEEDS A PASSPORT**
The ball is moving all over the show! The Advantage Meter will be adjusted no higher than ZERO prior to each delivery.
- 5 BREATHING DOWN YOUR NECK**
It's hard not to feel the pressure. On any catch opportunity, re-roll an un-successful catch once.
- 6 GET UNDER IT!**
You really should stop flicking that wrist! Every Struck ball to a fielded Area is a Catch attempt.

Bowling Situations

- 1 SLIP-PERY**
Slips do not attempt catches for the Over.
- 2 FUMBLING FIELDERS**
All catches are missed for the Over.
- 3 WIDE LOAD**
All missed shots are considered Wide balls.
- 4 TWISTED ANKLE**
Remove Bowler from field and replace with 12th man. Use Once.
(Player can be replaced by previously removed player).
- 5 EMPTY TANK**
Do not use D8 for any deliveries in the Over.
- 6 IT'S A LONG SHOT**
All successful Strikes travel one additional Zone after Bounce.

SCENARIO PLAY – Optional Gameplay

Scenario Play can be a great way to try different approaches to your playing style, without going through a whole game to see different results and effects of changing your style. CTG does have an element of chance (just like the physical sport), but there are definite advantages to different ways of playing in any given situation.

For all Scenario Play games, the Solo Play rules are set for Fielder placement, Bowler sequence, and Batter sequence, unless detailed otherwise in the scenario.

Batters will have their default Confidence, unless detailed otherwise in the scenario.

All Overs are full Overs (no Express Play), unless detailed otherwise in the scenario.

The idea for Scenario Play is that you can repeat the scenario as often as you want or need to succeed. When you have achieved the requirements, move on to the next difficulty level.

Scenario 1

First over shot-gun start!

Easy	Medium	Hard
T10 Field. Start of Over 5.	T10 Field. Start of Over 5.	T10 Field. Start of Over 5.
Green Pitch.	Green Pitch.	Green Pitch.
You are Batting, with two Specialist Batters in Play.	You are Batting, with two Specialist Batters in Play.	You are Batting, with two Specialist Batters in Play.
The opposition has an All-Rounder bowler starting an Over.	The opposition has a Pace bowler starting an Over (no Express Play).	The opposition has a Pace bowler starting an Over (no Express Play).
Obtain at least 10 runs in the over.	Obtain at least 13 runs in the over.	Obtain at least 15 runs in the over.

Scenario 2

The Last Gasp

Easy	Medium	Hard
T10 Field.	T10 Field.	T10 Field.
Green Pitch.	Green Pitch.	Green Pitch.
You are Batting, with two Specialist Bowlers in Play.	You are Batting, with two Specialist Bowlers in Play.	You are Batting, with two Specialist Bowlers in Play.
The opposition has an All-Rounder bowler starting an Over (no Express Play).	The opposition has a Pace bowler starting an Over (no Express Play).	The opposition has a Pace bowler starting an Over (no Express Play).
Obtain at least 10 runs in the over.	Obtain at least 10 runs in the over.	Obtain at least 12 runs in the over.

Scenario 3

The Partnership

Easy	Medium	Hard
T20 Field. Start of 5 th Over.	T20 Field. Start of 10 th Over.	T20 Field. Start of 10 th Over.
Dead Pitch.	Dusty Pitch.	Dusty Pitch.
You are Batting, with one Specialist Batter, and the Wicket Keeper in Play.	You are Batting, with one Specialist Batter, and the Wicket Keeper in Play.	You are Batting, with one Specialist Batter, and the Wicket Keeper in Play.
The opposition has an All-Rounder bowler starting an Over.	The opposition has a Spin bowler starting an Over.	The opposition has a Spin bowler starting an Over. The next two Overs also have Spin bowlers.
Obtain at least 20 Runs in 3 Overs, without losing a Wicket.	Obtain at least 22 Runs in 3 Overs, without losing a Wicket.	Obtain at least 24 Runs in 3 Overs, without losing a Wicket.

Scenario 4

Back to the future

Easy	Medium	Hard
T10 Field. Start of Innings.	T10 Field. Start of Innings.	T10 Field. Start of Innings.
Green Pitch.	Dead Pitch.	Dead Pitch.
You are Batting, with a Reversed batting order.	You are Batting, with a Reversed batting order.	You are Batting, with a Reversed batting order.
The opposition is Bowling with All-rounders.	The opposition is Bowling in the standard order.	The opposition is Bowling in the standard order
Obtain at least 20 Runs in 3 Overs, without losing a Wicket.	Obtain at least 20 Runs in 3 Overs, without losing a Wicket.	Obtain at least 30 Runs in 3 Overs, without losing a Wicket.

Scenario 5

Take No Prisoners

Easy	Medium	Hard
T10 Field. Start of Innings.	T10 Field. Start of Innings.	T10 Field. Start of Innings.
Green Pitch.	Dead Pitch.	Dead Pitch.
You are Bowling, with any player order.	You are Bowling, with any player order.	You are Bowling, with any player order.
The opposition is Batting in normal order.	The opposition is Batting in normal order.	The opposition is Batting in normal order.
Play until the entire AI team is out, or score 200 runs.	Get the entire AI team out in under 200 runs, within 30 Overs.	Get the entire AI team out in under 150 runs, within 25 Overs.

Scenario 6

Fifty-Fifty Chance

Easy	Medium	Hard
T20 Field. 50 Over match.	T20 Field. 50 Over Match.	T20 Field. 50 Over Match.
Dead Pitch.	Green Pitch.	Dusty Pitch.
You are Batting.	You are Batting.	You are Batting.
The opposition is Bowling in the T20 order, repeating from Overs 21, and 41.	The opposition is Bowling in the T20 order, repeating from Overs 21, and 41. Bowling team has 4 Specialist Bowlers.	The opposition is Bowling in the T20 order, repeating from Overs 21, and 41. Bowling team has 4 Specialist Bowlers
Obtain 200 runs within 50 Overs.	Obtain 250 Runs within 50 Overs.	Get 300 Runs within 50 Overs.

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