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IMPORTANT NOTICE

INTRODUCTION.

VIC CRICKET and 64 CRICKET enables you to view ball by ball commentary of the cricket match of your choice, be it a limited over game or a full test or county match. It can be played by two players or teams, or simply by one player, for fun. Just tell the VIC or 64 the type of match you want, the teams taking part and their players, and even which of the two sides is stronger, if need be. Then, make the toss up and decide whether to bat or bowl first, depending on the state of the weather and wicket, and away you go.

The VIC or 64 will correctly interpret all the major rules of cricket, and give a full score-card, including how out, bowling analysis, and fall of wickets, at the end of each over, or at any other time you want one. A full range of tactical choices is available throughout the game, enabling you to bat aggressively or defensively, change the batting order, declare etc., or else to set your field or change your bowlers, as circumstances permit. The game has been extensively tested for maximum realism, and is true to life right down to Rain Stopped Play.

A game of VIC or 64 CRICKET will take anything between less than an hour to several hours to play, depending on the type of match you choose. However there is a full game save facility where you can store the present position of any game on tape and so return to it at a later time, if need be.

You don't need a printer, but if you have one there are facilities within the program for the printing out of scorecards and results on paper, together with any headings or messages of your choice, so that you can keep a permanant record of your game.

1) GETTING READY

Memory

VIC CRICKET will run on any standard VIC 20,
with at least 16K of expansion memory. If you
wish to reserve some memory first (eg., because
you have a printer which needs some in which to
operate), then this is almost certainly alright,
although the amount you reserve should not exceed
600 bytes. Note too that the more memory you
reserve, the less the VIC will have to run the
game in, with the result that in the later stages
of a game it might sometimes become a little
sluggish.

If you are not sure about things, then the
best way of checking how much memory you have is
to type in the command

PRINT FRE(8)

and press RETURN. Provided the number that the
VIC shows you is about 19000 or more, then you
shouldn't have any problems running the game.

Because there is much more memory in the
Commodore 64, you would normally have no difficulty
whatsoever in running 64 CRICKET. However, for
both games, don't forget that some programs put
memory aside for special purposes such as high
resolution graphics. Neither VIC or 64 CRICKET
do this, but you might recently have played another
game which does. If this is the case, then you will
have to turn your computer off and on again quickly
to reclaim the lost memory).

Printer

If you own a printer then VIC or 64 CRICKET will
allow you to use it to obtain a permanent copy of the
game. However you must ensure that your printer is

set up to receive combined upper/lower case
letters. In some cases this will be automatic,
but in others you will have to specially attend
to this first. Your printer manual will have the
details of how to to about the task.

Loading the Game

Loading from Tape

If you have not loaded a program from
cassette before, the procedure is very simple.
Place the cassette in the deck with the side that
you wish to load face up, ensuring that the 'full'
reel of tape is on the left hand side of the cassette
window (use REWIND if it isn't). Ensure that your
VIC or 64 is ready, and then press the following
two keys:-

SHIFT and RUN STOP

(nb. Keep the shift Key held down while pressing
RUN STOP). Depress the play button on the cassette
deck. If you own a 64 then the screen will now go
blank, but in either case the computer will soon
respond with

SEARCHING
FOUND CRICKET

For the VIC 20 version, a title page will then appear
on the screen (nb. the game has NOT finished loading,
so don't yet switch the cassette player off). For
the 64 version, you must now press the COMMODORE Key
(the key on the bottom left with the Commodore Logo
on it).

Either way, the loading operation will take
about 3-4 minutes to complete, after which the VIC
or 64 will display the first screen of the game itself,
and you are ready to play.

Occasionally when loading a program you
will finish up with the message

LOAD ERROR

This is frustrating, but sometimes inevitable.
The best thing to do in this situation is simply
to turn your computer off and on very quickly, and
try again (there is no need to rewind the tape after
one LOAD ERROR because a second copy of the program
follows immediately after the first).

In the unlikely event of you continuing to
get a LOAD ERROR, please return the tape to us, with
a short explanation of why you are returning it. We
will send you a replacement.

Loading from Disk

(nb. You are well advised to read thoroughly
your disk drive manual before starting, and to
refer to it at all times in the event of disk
problems).

To load your disk version of the game, place
the disk correctly in the drive and type

LOAD "C*",8

Press RETURN, and the computer will load
your game. When it has finished, type RUN, and
RETURN to begin.

If you experience loading difficulties, refer
to your disk drive manual for instructions on how
to read the error channel, and how to re-initialise
the drive if necessary. Then simply try again. If
difficulties persist, then try typing

LOAD "BU*",8

which will load a back-up copy of the program from
the same disk.

2) BEFORE THE GAME BEGINS.

Once the loading operation has been completed, your VIC or 64 will display a short copyright message, and will then ask you the question:

DO YOU HAVE:
1) A PRINTER?

All you need to do to answer the question is press one of the keys on the keyboard: either the Y key, if the answer is YES, or N, if it is NO. However, before you press, please read what follows: Answering Y (YES) to the question enables various facilities within the program for printing out scores etc on paper. If you have a printer, and wish to use it, then the answer you give should be Y. However, if you do <u>not</u> have a printer, then the answer to the question should be <u>N</u>. This is because pressing Y when you do not have a printer will lead you straight into difficulties. You will not ruin your computer or cause any permanent damage to the program, but you will find your present game is aborted, with a DEVICE NOT PRESENT ERROR, (note that if you did have a printer but still received a DEVICE NOT PRESENT ERROR, then it has probably not been connected up properly. Consult your printer manual for details. Don't forget, some printers need to be initialised by running a separate program first).

If you have a printer and have answered Y, then it will print out a blank line on paper, just to test that everything is as it should be. But whether you have a printer or not, your VIC or 64 will now ask a second question:-

DO YOU HAVE:
2) MATCH SAVED?

This question refers to the facility available for storing the position of a particular game on

tape or disk, in order that you can come back to it at a later date. Again, a Y or N (YES or NO) answer is required. If this is the first time you have played VIC or 64 CRICKET, then you will not of course have anything saved on tape, and you should press N. The VIC or 64 will then make a noise and ask you if you are sure, just in case of a mistake. Simply press Y if you are sure or N if you did make a mistake.

If on the other hand this is not your first game, and you do have a game on tape that you want to come back to now, then you should press Y and turn to section 5, ENDING FOR THE DAY.

The Sides

Assuming that you have pressed N to indicate that you don't have a game stored on tape, the VIC or 64 will ask you to start a new game from scratch. To do this you will first of all have to give it the details concerning the sides, players, and the type of match you want. You will notice that it is asking you:-

HOME SIDE?

All you have to do is type in the name of the home side for your match, and press RETURN. However, before you type anything, you should bear in mind one very important thing. This is that whatever name you type the VIC or 64 will only remember the first few letters (including spaces and punctuation) of that name. This is because of the limited size of the VIC or 64's screen, and the need to ensure that things fit properly into one line of the screen later on. The actual number of letters you are limited to is THREE on the VIC 20, and NINE on the Commodore 64. Thus, for the VIC version of the game, unless your home team's name is very short indeed, you will have to use some form of abbreviation say ENG for England, AUS for Australia, and so on (there is nothing to stop

you typing in more than three letters, but the
VIC will simply forget the rest later.)

When you have typed in the home team's name
and pressed RETURN, the VIC or 64 will ask you to
repeat the procedure for the away side. Then it will
ask you:-

STRONGER SIDE?
(HH,H,=A,AA)?

This will probably seem rather puzzling at
first, but what in fact the computer is offering
you is an option to introduce some bias into your
game, thus giving one side a better chance of
winning that the other. This is useful in some
circumstances where you have unevenly matched sides,
and you want the eventual result to more realistic-
ally reflect this.

Quite how the bias operates will be described
in a later section, but at present what you need
to know is as follows. By typing in the letter H,
you would be telling the VIC or 64 to show a slight
bias towards the home side in the match. Similarly,
by typing A, you would be showing a slight bias to
the away side. If on the other hand you typed HH
or AA, then the bias shown to the home or away side
would be much stronger.

Typing in an equals sign (=) would tell the
VIC or 64 that you don't want to introduce any bias
at all. In actual fact, though, there is no need to
type an equals sign, since pressing RETURN on its
own would have the same effect. In fact, anything
you type, except HH, H, A, AA, would be interpreted
by the VIC or 64 to mean that you want an unbiased
match.

When you have typed something in (if this is
your first game then it doesn't really matter what
for the moment, since you will probably only want
to experiment with things anyway), press RETURN.

You will now be asked

PLEASE CHOOSE:
1) LIMITED OVER   2) OTHER

This of course refers to the type of match
you want. If you opt for choice 1) then the match
will be a single innings game where each side bats
only for a certain number of overs. If you choose
2), then the match will consist of two innings per
side, with no over limit. Each type of match has
its own characteristics, but if this is your first
game then it is probably better at this experi-
mental stage to choose a limited over game, ie.,
choice 1). However, whichever type of match you
choose, simply type the corresponding number and
press RETURN. The VIC or 64 will respond with
either:-

HOW MANY OVERS?

or

HOW MANY DAYS?

depending on what type of match you have chosen.

If you have chosen to play a limited over
game then you must now type in the number of overs
to be allowed for each side's innings. Typical
choices might be 40, 55, 60, etc, but in fact you
can choose any number you like. If on the other
hand you have chosen a double innings match, then
you must type in the number of days over which the
match can span. Again, typical choices might be
3 or 5 days, as in real cricket matches, but again
too, you are free to choose whatever number you
like. In both cases though you should be careful,
since the VIC or 64 have no way of telling whether
the number you have typed is a sensible one or not.

The Players

When you have typed in your choice and pressed RETURN, the VIC or 64 will ask you

OK SO FAR?

This is just in case you have made a mistake, say in a team name, which you want to rectify. If this is the case, simply type N (for NO) and the program will start again. Otherwise, type Y, and you will be asked

PICK THE PLAYERS?

This is simply to ask you whether you want to choose names for the various members of the two teams. If you are new to typing, this may take you a little time, and in actual fact you don't have to name the players, since in the absense of a selected name, the VIC or 64 will give a player a name of its own (of sorts). If this is what you preferred, then you would answer the question by pressing N for NO, in which case you would go straight into the match, beginning with the toss-up (see next section).

For the purposes of experiment though, press Y for YES anyway. The screen will clear and the VIC or 64 will display the message PICK THE PLAYERS, followed by the name of the home side, and then:-

1 NO. 1? (or NUMBR 1, for the 64 version)

The number, 1, refers to the number of the player you are being asked to pick. The phrase "NO.1" refers to the 'name' that the VIC or 64 has chosen for him. What the VIC or 64 expects you to do is either choose and type in an alternative name of your own, and then to press RETURN; or else to press RETURN on its own, without typing anything, in which case the VIC or 64 will retain the name already displayed.

Once again, though, it is important to note

that any name you choose for your players must be restricted in length. This is again due to the limited size of the screen. This time the maximum permitted length of a name is FIVE letters, for the VIC, and EIGHT for the 64. Therefore, if you wanted to select say Geoff Boycott as your first player, in the VIC version you would have to consider some way of abbreviating the name 'Boycott'. Since too, in this example, BOYCO would look a little odd, perhaps the best method is to simply cut the vowels out and type in BYCTT.

Choose and type in a name for your first player, abbreviating it if need be. Then press RETURN. The VIC or 64 will respond with:-

2 NO. 2? (or NUMBR 2)

Let us suppose, just for the moment, that you don't want to choose a particular name for your second player. In this case, simply press RETURN on its own. This now means that your second player carries the name 'NO.2'. (don't worry if you did want to name him, we will come to that in a minute.)

Carry on through the home team in this fashion, right down to number 11, giving names to players, or just pressing RETURN on its own, as appropriate. When you have finished, the VIC or 64 will ask you:-

W.K.... 7?

The procedure for nominating your wicket keeper is exactly the same as it is for naming the players. The VIC or 64 offers you its own choice of wicket keeper, and you have to decide between typing in a choice of your own, or else pressing RETURN straightaway to confirm agreement. This time though, if you do nominate a different wicket keeper to the one chosen by the VIC or 64, it is his number, and not his name, which you should type (if you type in anything other than a number

between 1 and 11, the VIC or 64 will assume you are agreeing with its own choice and will act accordingly).

You will now be asked

IS ALL OK ?

Look back over your team selection, to see if everything is alright (don't forget that the VIC will 'forget' any letter after the first five in any name). If everything is in order, then press Y for YES, and it will be the away captain's turn to pick his team. If on the other hand you have done something wrong, press N. The screen will clear and you will be back at the start of the team selection routine, only this time the VIC or 64 will be asking you:-

1   BYCTT ?

(or whatever it was you chose as the name of your first player).

This time, things will be much easier. All you do is simply press RETURN every time the VIC or 64 displays a name that you have typed correctly, until you finally get to a place where you have made a mistake. Then you type in the corrected name, as before, and proceed as normal, until you are again asked IS ALL OK ? You can press N for NO as often as you like, until you are finally sure you have got things right, in which case simply press Y for YES, to go on to deal with the away side.

The Toss-Up

Whether or not you opted to pick the players (and if you did, and found it hard, don't worry, you will soon get the hang of it), the next stage in preparing the game is simply the toss-up, to decide which side bats first.

Before this happens, if you have a printer

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(it won't happen if you don't), the VIC or 64 will ask you if you want to print out a heading. All you do is press Y or N as appropriate, and if Y, type in the heading that you want. Typical headings might be, say, BENSON & HEDGES CUP FINAL, or FIRST TEST MATCH, although of course you are free to choose what you like. When you have typed your message and pressed RETURN, the VIC or 64 will send it to the printer and then ask if you want another. By continuing to press Y in reply to this question, you can print as many headings as you like, until you finally press N to finish. (See the later section on printing a message for further details about using this facility.)

In preparation for the toss-up, the VIC or 64 will display:-

WEATHER -
WICKET -

together with reports on the state of both (if you have a printer then it will begin chattering away again as it transfers this information to paper).

There are five types of weather: RAIN, O'CST FAIR, FINE, and SUNNY. To begin with, the VIC or 64 has chosen one more or less at random, although as in real life (at least in England) the weather is often subject to change, and you will find as the match progresses that this report is frequently updated.

The state of the wicket is always an important consideration in tossing up and deciding whether to bat or bowl. Again, there are five 'types' of wicket V.PR, POOR, FAIR, GOOD, and V.GD. Again, too, the VIC or 64 will first of all choose one at random, but update it later. What you should note, however, is that the state of the wicket, when it changes, is more likely to get worse that it is to get better.

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This means that it is likely to be worse at the end of the match than it was at the start (unless of course it was already V.PR to start with). Note that this does not <u>always</u> happen, but it <u>usually</u> happens.

(The state of the wicket, by the way is always measured from the batting side's point of view, and is a reasonable indication of the sort of score that the batting side can expect to make. There are nearly always exceptions, but as a rough guide only, the sort of totals that you can expect to make on each of the types of wicket are as follows: V.PR, 150-200; POOR, 200-250; FAIR, 250-300; GOOD, 300-350; and V.GD 350 or more.)

More will be said about the weather and the wicket later. Now, however, it is time to toss up. The VIC or 64 is asking the captain of the visiting side to choose, beteeen H (HEADS) and T (TAILS). To make the call simply press H or T, as appropriate. The VIC or 64 will confirm your call, and decide, purely at random, whether or not you were right. Then it will invite the winning captain to choose between:-

1) BAT   2) BOWL

Study the weather, and more particularly the wicket again, and make your choice by pressing either 1 or 2 as appropriate. The VIC or 64 will confirm for a few seconds the name of the team to bat, and the game is ready to begin.

3)   THE GAME

The First Bowler

The VIC or 64 now has all the necessary details to allow the match to start. However, before you commence play proper, two further things must be attended to. The first of these is to choose any tactical strategy you might want to employ at the

start of the innings. You will notice that the screen has changed and the VIC or 64 has listed, under the heading TACTICAL CHOICES, a series of instructions, each one with a number beside it.

This display will be referred to as the "Tactics Board" and we will examine it in some detail in a few minutes. For the time being though, let us just start the game. Read down the Tactics Board and you will see an option entitled RETURN TO GAME, with the number 5 printed after it. This number represents the code you would have to type in to employ the particular option in question. Simply type in the number 5, and press RETURN. This has told the VIC or 64 that you don't want to employ any particular tactics at this stage, and that you just want to get on with the game.

The second thing you must attend to before the action starts is to choose a bowler. This is because the VIC or 64 is ready to start an over but needs to know who will bowl it. You will notice that it has displayed a complete list of the players in the fielding side (don't worry for a moment about the headings like OVRS and TYPE at the top) and is asking you to choose:-

WHICH BOWLER ?

Any player you like can start the bowling, the only exception at present being the wicket keeper, who isn't allowed to bowl (there will be more exceptions later). To make your choice, simply type in whichever number, 1 to 11, relates to the player you want. Press RETURN, and the VIC or 64 will ask you:-

CHOOSE TYPE:
1) FAST   2) MED   3) SLOW

(nb. Don't actually type anything for a moment: just read on,

This CHOOSE TYPE request simply lets you add a further touch of realism by deciding what sort of bowler, ie., fast, medium pace, or slow, you wish to employ. During the match the VIC or 64 will allocate, for each of these three types, a certain amount of help (or hindrance) from the wicket. Thus at any one time some bowlers will be more likely to take wickets or stop runs than others. The amount of help each type of bowler will receive is decided at random and can vary as the match progresses (as a rule of thumb, slow bowlers will do better later in the match than they will earlier). You will not be told which types of bowler the wicket will best suit, and so must discover this for yourself, by trial and error. However, the help given in this way to bowlers will always be relatively slight, and the state of the wicket itself will still remain the most reliable indicator of how the match is likely to go.

To make your choice, all you have to do is type in the number you want, either 1, 2, or 3, and press RETURN (don't type anything for the moment though, as something else needs to be said first). If you type anything other than 1, 2, or 3, or you press RETURN straightaway without typing anything at all, then the VIC or 64 will automatically assume that the bowler is medium paced, and treat him accordingly. (In the 64 version you can also get away with typing F, M, or S).

Before you type in your first bowler's type, read carefully what follows. After you have typed in your choice and pressed RETURN, the screen will change and the VIC or 64 will display commentary on the first ball of the match. This will contain quite a bit of screen information, which you will probably want to have a good look at, in order to familiarise yourself with it all. To do that properly , it will be necessary to prevent the game from continuing, just for a little while, by 'freezing' the screen.

Look for the special key marked F1 on the far right hand side of your keyboard (this is one of the four large brown keys set apart from the rest). It

is this key which will be used to 'freeze' the display while you read what's printed there. When you have found it, go ahead and enter your bowler's type, and press RETURN. Then, as soon as the screen display changes, press F1 (don't press RETURN again though, as this will cancel the effect). Then simply wait for a few seconds while your computer displays the outcome of the first ball (if it doesn't stop after that, press F1 again).

The First Over

If you have done everything correctly, your VIC or 64 will just be sitting there, doing absolutely nothing. But don't worry, as this is precisely the effect that was wanted. Now you can have a good long look at the various sections of the screen.

Taking things from top to bottom, the first part of the display consists of the words F1 HOLD F3 TACTICS F7 SCORE, (the 64 version will also contain the words F5 SPEED). This simply means that three (or four) keys have been set aside by the program to do special jobs, and is a reminder to you of what they are and what job each one does. We will look at the second and third of these keys in a minute, but meanwhile, you are already seeing the effect of the first key, the F1 key; namely, that by pressing it at any time, you can hold the display.

How you can cancel the effect of this key we will also see in a minute, but let's have a look at the rest of the screen first. The next line down will say either of two things. In the case of a limited overs game it will simply confirm the maximum number of overs allowed to each side. In the case of a double innings match, however, it will give you a time check. This time check will be in terms of the day, the present session, and the number of minutes which have elapsed during that session. There are three sessions in a day, and each session lasts for 120 minutes (these are only

simulated minutes, by the way: it will not really take two hours to reach lunchtime).

The next three lines of the screen will look rather sparse at present, consisting merely of the names of the two teams, plus a lone asterisk (*). However, these will be filled up later on, as the match progresses, with statements of what each side has achieved in their respective innings, and of who holds the lead.

Below these lines, framed in white, is the name of the side currently batting, together with the present score (the score will still say 0 for 0 at present, even if the first ball produced some runs or a wicket, since the VIC or 64 does not update the score until the start of the next ball.)

The next three lines will also remain un- changed for the moment. These lines give the various details for the innings so far, such as the number of overs bowled, the score made by the last batsman out and the total at which his wicket fell, and finally, the personal scores made by the two present batsmen. Most of the information here will become clear as the game progresses. However, you may be puzzled by the right hand side of the first line, and some explanation of this may be necessary.

Exactly what is written will depend on the type of game (ie. single or double innings) you are playing. If you are playing a double innings match, the VIC or 64 will be displaying the message TODAY 96.0. This refers to the number of overs left in the day's play. In order to discourage any time- wasting tactics in a two-innings game, the VIC or 64 will insist that a minimum of 96 overs is bowled in any full day. By keeping a watch on the number displayed here, you can tell how soon it is before stumps will be drawn for the day. (See Section 6, VIC,64, AND THE RULES OF CRICKET, for more infor- mation on this rule).

In the 64 version only, for a double innings match, you will also have displayed on this line the number of overs bowled with the present new ball. At present of course this is the same as the total number of overs bowled, but later in the innings when you take the new ball, this will be reset and will start again from zero. (see the later section, TAKE NEW BALL, for more details.)

In the one innings per side game, the 96 over rule will not of course apply since in any event the match is played out to a conclusion. Therefore you will not receive a report on the number of overs still to be bowled in the day. Instead, however, you will be shown the number of runs per over achieved so far by the batting side, (or, later on when the second team comes to bat, the number of runs they require per over to win).

The lowest lines of the display merely describe the action. The end from which the bowler is bowling will either be the PAVILION END, as at present, or else the GASWORKS END. The other lines simply identify the bowler and receiving batsman, and then, after a brief delay, describes the action.

When you have had a good look at the display, you will want to know how to cancel the effect of the F1 key and so resume playing. This is done simply by pressing any key on the keyboard (including F1 again: but don't press F3 or F7 yet because they have special functions of their own). The VIC or 64 will now go on to deal with the second ball of the game, and so on, until the end of the over.

The Scorecard

You can press F1 as often as you like during the over, and its effect will always be to hold the display while you have a closer look, until you press another key to get things moving again. How- ever, after a while, you will get quite used to reading the limited amount of information on the

screen during the over, and so will rarely have much need to press F1. The key is more useful, therefore, for holding a different screen display: that of the scorecard which appears at the end of each over.

When the first over has finished and the scorecard appears, press F1 again to hold it there. If you have had any previous experience of reading cricket scorecards (say from newspapers or television) then you will have no difficulty understanding what everything means. The top part of the display simply lists out the members of the batting side and their scores. (In the 64 version, the number of balls each has faced, and 4's and 6's they have scored, is also shown). This is followed by the number of extras, number of overs, and the total at the bottom. Below this is the bowling analysis, with each bowler listed in turn (although of course there will only be one at present). The first number after the bowler's name is the number of overs he has bowled, the second the number of maidens, and the third the number of runs (excluding extras) scored from his bowling. The final figure is the number of wickets he has taken.

If you have been lucky enough (or unlucky, if you are batting) to see the fall of a wicket during the first over, then a further number will be displayed at the bottom, under the bowling analysis. This refers to the fall of the wicket (ie., the score at the time the wicket fell), and is useful for checking how many runs the present batting partnership has produced. As more wickets fall, so more numbers will appear here, up of course to a maximum of ten.

When you have had a good look at the score-card, simply press any key, as before. The VIC or 64 will return you to the game. However, since there is no bowler presently assigned to bowl from the second end of the ground, you will have to choose one before proceeding with the second over.

The Second Over

You will notice two small changes this time around in the CHOOSE A BOWLER display. The first of these is that the right hand headings have been filled in against the name of the bowler who bowled the first over. For the VIC version, in the OVRS column there will be a 1, to show you that the bowler has bowled one over. In the TYPE column will be whatever number, 1 for fast, 2 for medium pace, or 3 for slow, that you choose for that bowler. In the 64 version the type will be listed as a letter (ie F, M, or S), instead of a number, and you will also receive the full bowling analysis rather than just the number of overs. In both versions, however, these columns are gradually filled in as you intro- duce new bowlers to the game, and serve simply to refresh your memory.

The second change to the display is that the first bowler's name has been printed again at the bottom, immediately above where the VIC or 64 is asking you to select a new one. On this part of the screen, the VIC or 64 will always display the present bowlers, with the one who is bowling from the Pavilion End on the left, and the one who is bowling from the Gasworks End on the right. Of course the Gasworks End bowler has not been filled in yet, since you haven't yet chosen him. However, you will notice an asterisk (*) in the space where his name would usually appear. This is just to remind you that it is the second end of the ground from which the bowler you now choose will operate (it is very easy to lose track of ends after a few overs, and so attempt to replace the wrong bowler.

The procedure for choosing your second bowler is precisely the same as it was for the first, except that there is a further restriction on who you can choose. As well as the wicket keeper being ineligible, so too now is the player who has just bowled (it is illegal in cricket for one player to bowl successive overs from different ends). Typing either of these two numbers will cause the VIC or

64 to make a noise, and refuse your entry.

When you have typed in the number of your second bowler, and decided what type he is, you can continue your match into the second over. However, at some point during the over, press the key F7. Wait for a few seconds and the VIC or 64 will display the scorecard again, completely updated. This is the function of the third of the three special keys, the F7 key, namely that by pressing it at any time during the over, you can obtain a completely up to date scorecard.

There is a further thing that can be said about the scorecard at this point. We have already seen that if you press F1 you can hold the scorecard on the screen for as long as you like, until you press another key to resume the game. Normally, though, if you don't press F1, it will remain on screen for about fifteen seconds before disappearing of its own accord. This is more than enough time for an average look at the score, especially at the early stages of an innings when there isn't a great deal of information to report anyway. Indeed, there will probably be times when you find this fifteen second wait between overs rather a nuisance. For this reason, the VIC or 64 will allow you to press any key (except the three special keys) straightaway to banish the scorecard as soon as you have had enough of it, without the need of pressing F1 or waiting fifteen seconds first.

Experiment with the game for a few overs, to get yourself used to the methods you have to use to call up the scorecard and then banish it again. When you feel you have become acquainted with these methods, go on to press the last of the three special keys, the one marked F3 (you can do this either in the middle of an over, or during the scorecard at the end). This is the key which allows you to make tactical changes during the game. Whenever you press it, the VIC or 64 will leave the match for a minute and take you to what we shall call the 'Tactics Board'.

4) TACTICAL CHOICES

You will automatically be shown the Tactics Board at the start of a new innings, or whenever you have just started up with details of a match from tape. To maintain the flow of the game, however, the VIC or 64 will not offer it to you at any other time, unless you specifically ask it to. To do this, as you have just seen, you simply press the F3 key, either during the middle of an over, or during the scorecard display at the end of one.

As you have seen, the Tactics Board consists of a range of options, besides each of which is a code. To make a tactical choice, simply type in the code of the option you want. The VIC or 64 will then deal with the necessary procedures (see below) before returning you to the Tactics Board again, in case you want to make more changes. This procedure will go on for as many times as you like, until you either opt to continue with the game, or else to end for the day.

We will now have a look at the various options available, and the procedures for dealing with them. If this is your first game, don't be afraid to experiment with as many options as you like. This is by far the best way to getting the hang of things.

RUN-RATE (Code 11)

Run-rate (or more strictly, _attempted_ run-rate, refers simply to how quickly you want to score your runs. Your choice must be expressed as a number, which can range from 0 (ultra defensive) to 9 (mad slog), and all you have to do is press whatever key, 0 to 9, matches the choice you want.

At the start of every innings, the run-rate is automatically set to 4 (moderate), and you can always

tell what your current run-rate is, since it is printed in brackets to the left of the code on the Tactics Board. As with most aspects of VIC or 64 CRICKET, it is hard to give definite rules about what sort of results to expect from different run-rates, but as a rough guide only, you will score slightly less than 2 runs an over at run-rate 0, about 3 an over at run-rate 4, about 4 at run-rate 6, and 6 or more at run-rate 9. However, as with real cricket, there is very often a penalty to be paid for seeking quick runs, since the quicker you seek to score them, the more likely you are to lose wickets. This is especially true at the higher run-rates, where your batting can often collapse drastically in the search for fast runs. You should therefore always weigh up the attraction of fast scoring with other factors, such as the time left in the match, or the number of wickets already down, before making your choice.

CHANGE THE ORDER (Code 12)

This option allows you to change the batting order, say, to introduce a nightwatchman at the end of a day, or simply to reposition players in the order generally. After entering the code, you will be presented with a list of the batting side, with each batsman's name and number on the left, and his present position in the batting order on the right (at the start of the innings the two sets of numbers will be identical, since the VIC or 64 initially assumes that each batsman bats according to his number).

To change the order, you have to type in two numbers: first, the number of the batsman you wish to move, and second, the position in the order to which you want to move him. Simply type in each number as you are asked for it, and press RETURN. The VIC or 64 will then relist the order, showing you the new positions. If you want to make further changes, then just repeat the procedure. If not, then type O when the VIC or 64 asks you for the

batsman's number: it will return you to the main Tactics Board.

If the VIC or 64 refuses to accept a particular entry, then check the following things. First, check that the batsman you tried to move hasn't already started his innings. You will notice that certain batsmen have an asterisk (*) printed beside their batting positions. This means that their innings has already started, and so they cannot now be repositioned in the order. Similarly, if this doesn't explain why your entry has been refused, check that the position to which you tried to move your batsman doesn't have an asterisk printed beside it. As you can appreciate, it would be absurd to try to move a batsman to a position which has already been batted in. (Note, incidentally, that if eight or nine wickets have already fallen in an innings, then there will be no vacant positions left, and the VIC or 64 will refuse to even list the batting order at all.)

You should bear in mind a number of other things when changing the batting order. The first of these is that you cannot promote a man to 'next in' after the fall of the relevant wicket: as with real cricket he has to be padded up and ready in advance. Therefore, say, if you are thinking of using a nightwatchman in the event of a wicket late in the day, then you must make the necessary arrangements before the wicket has fallen (you can always change the order again if the present two batsmen get through the last overs safely.)

The second thing you should bear in mind is that promoting a later batsman up the order does not make him a better batsman. The VIC or 64 has a built in bias which means that the earlier batsmen are the most likely to score runs, (batsmen 1 to 6 are in fact treated equally, with batsmen 7 to 11 trailing progressively away). This bias is given to the batsmen themselves, and not to the position at which they bat. Thus, a number 1 batsman will

still bat like a number 1 batsman, even if he is positioned at number 11. Similarly, a number 11 batsman will still bat like a number 11, even if he has been promoted to number 1.

One final thing you should note is that in a two innings match, each batsman will revert his original position at the start of the second innings, no matter how often you changed the order during the first. Thus, if you wanted to promote or demote a batsman on a more permanant basis, you would have to attend to this on two separate occasions.

PROTECT THE TAIL (Code 13)

Sometimes when batting towards the end of your innings you will want to keep your tail enders away from the bowling as much as possible, even if this means refusing a few easy runs here and there. This enables a better batsman, who is less likely to get out, to keep most of the strike. The PROTECT THE TAIL feature allows you to do precisely this.

At the start of an innings the Protect Tail feature is always set to OFF (the Tactics Board will confirm the fact). To turn it ON, simply type in Code 13. When the feature is OFF, play will be as normal, with each batsman receiving, on average, an equal share of the bowling. When ON, however, the feature works in the following way. During the first three balls of any over the VIC or 64 will aim to get (or keep) the stronger of your two batsmen at the striker's end, to protect the other one from the bowling. During the last three balls, on the other hand, it will aim to get the stronger batsman to the non-strikers end, in readiness for the next over. (Note that the batsman which the VIC or 64 will take to be the stronger is always the one with the lowest NUMBER, irrespective of your actual batting order.)

It will not always be possible of course to get the right batsmen to the right ends, since the necessary runs may not be available at the

appropriate time. But in order to help toward achieving this aim, the VIC or 64 will allow the batsmen to refuse certain runs otherwise available to them, if by doing so the batsmen end up at the desired ends. For example, if the stronger batsman is facing the last delivery of an over, and plays a shot which would normally allow two runs, the VIC or 64 will allow him to take only one, in order to get him to the far end ready for the new over. Similarly, for example, if a tail ender is facing the last ball and a single becomes available, then no run will be taken at all, so as not to bring the tail ender to the other end and so expose him to further bowling.

Note that the Protect Tail feature does not work with 4s and 6s, since these are boundaries and do not involve any running between the wickets. It does not, incidentally, work with extras either.

To turn the feature OFF again, simply go to the Tactics Board and type in Code 13, as before.

DECLARE (Code 77)

Declaring has been given a distinctive code number in order to prevent you doing it accidentally, by pressing the wrong keys. However, since it is always possible to make mistakes, the VIC or 64 will still ask you ARE YOU SURE?, just to be on the safe side. If you did try to declare by accident, or if for any reason you've had second thoughts about the matter, simply press N for NO to continue the game.

If on the other hand you did want to declare, them press Y. The VIC or 64 will display the final scoreboard of the innings, followed by an End of Innings Summary (see later section for details). Your innings has now closed and when the VIC or 64 returns you shortly to the Tactics Board, it will be for the start of the new innings, when you will be the bowling side.

It would be as well to point out here that there are no circumstances under which you cannot declare, although there are circumstances under which declaring would produce absurd (and detrimental) results. For instance, by declaring while still a certain number of runs behind on your first innings, you could become eligible to follow on (see later). Declaring your second innings closed while still a number of runs behind will result in an innings defeat. Alternatively, declaring during the last innings of the match will result in defeat by the number of runs you are still behind (or in a tie if the scores are level). Finally, declaring in the first innings of a limited overs match does not reduce the number of overs available for your opponent in his own innings.

SET FIELD (Code 21)

Setting the field is the bowling side's counterpart to altering the run-rate (see below). Your field setting determines how likely you are to take wickets, or alternatively, to keep the runs down. As with changing the run-rate, you simply have to select a choice ranging from 0 (ultra defensive field) through 9 (attacking field), by pressing one of the number keys on the keyboard.

Broadly speaking, a defensive field will cut down the number of runs scored by the batsman, but will also reduce the likelihood of your taking wickets. Alternatively, an attacking field will probably win you more wickets, but at a cost of quicker runs. Which type you choose will thus depend upon the circumstances at the time. However, what you should note is that a defensive field will not completely cancel out a high run rate, and nor will an attacking field completely cancel out a defensive batting policy. They will each go some way towards their respective tasks, but the batsmen will still remain the principal controllers of the nature of the game which prevails.

The exact relationship between run-rate and field setting is rather complicated, but in effect what happens is as follows. When the batting player chooses his run-rate, he is not choosing the number of runs he will score, as such; rather, he is choosing the number of scoring strokes he will probably receive in an over. You, as the bowling side, cannot do anything to alter this. However, you can change the number of runs each scoring stroke is likely to produce. By opting, for instance, for a defensive field, you will be in effect putting more men on the boundary, which will therefore restric the batsmen mostly to singles. Similarly, by choosing an attacking field, you are in effect 'crowding' your men round the bat, thus increasing the batsmens' chances of piercing the field and scoring boundaries.

In the same way, when the batting player chooses a defensive batting policy, he is in effect opting to be much more careful with the bat, thus limiting the number of chances he gives for you to take catches and the like. Again, you can't do anything to change this, but you can, by choosing your field setting, determine how much more likely you are to snap up those chances that he does give. With a very defensive field policy, you will have fewer men near the bat to take catches, but with a very attacking field you will find that what chances the batsmen do give are ready to be taken.

(Don't worry, by the way, if you don't really understand all this. There is nothing in the explanation above that you really need to know, except out of pure interest. In any case, you can find everything out for yourself, simply by experimenting with different combinations of run-rate and field setting, just to see what sort of patterns emerge... This is a far more instructive way of finding out about the game.)

NEW BOWLER (Code 22)

You have already seen that the VIC or 64 asks you to choose a new bowler before the first two

overs of every innings. Apart from this though (with one exception), it will simply assume that the bowler for any new over will be the same one who bowled the previous over from that particular end. Therefore, if you want to make bowling changes, you will have to ask to do so, by typing this code.

The most important thing to look out for when requesting a bowling change is the asterisk (*) which will appear against the name of one of the two present bowlers at the bottom of the screen. This asterisk is important, because it tells you which of the two bowlers you will be replacing (it will always be the bowler due to start the next complete over). If the asterisk appears against the wrong bowler (ie., the one you don't want to replace), then you will have to wait until at least the first ball of the next over, before you try again (to tell the VIC or 64 that you don't want a bowling change after all, simply type in the number again of the bowler you want to keep).

After you have typed in your new bowler's number, the VIC or 64 will ask you what type (ie., fast, medium or slow) he is. It will ask you this even if he has already bowled before, just case you want to change his style. To answer this question you would normally type 1, 2, or 3, as appropriate, and then press RETURN. However, if he <u>has</u> bowled before, you can simply press RETURN on <u>its</u> own if you like. This will merely confirm that his type hasn't changed (if the bowler hasn't bowled before and you press RETURN on its own, the VIC or 64 will automatically assume that the bowler is medium paced).

Don't forget that the wicket keeper cannot bowl an over, and nor can the bowler who has just bowled the previous over. In addition to this, though, are two further rules that you must bear in mind. The first of these is that in limited over games only, the number of overs which can be bowled by any one bowler in an innings is restricted. To calculate the maximum number of overs that a bowler can bowl in this sort of game, simply divide the total number of overs allowed by 5, and then add 1 if there is a remainder. Thus, in a 40 overs game, no bowler can bowl more than 8 overs, and so on, (you will in any case know when a bowler has finished his permitted overs because the VIC or 64 will automatically ask you to choose a new one, and will not accept his number again.)

The other rule is more artificial, and is needed only because of the small size of the screen. This rule is that you cannot have more than seven bowlers in any one innings. Thus if you have already chosen seven bowlers, and want to make a further change, then you must choose one of the seven existing bowlers, not another new one. (see Section 6 VIC, 64, AND THE RULES OF CRICKET, for further details about these and other rules.)

TAKE NEW BALL (Code 23)

This option will appear only on the 64 version, and even then only when you are playing a double innings match and the new ball has become due. Typing 23 at any other time, on either version, will have no effect.

The new ball will become available whenever 85 overs have been bowled with the old one, and you will always be able to tell that it is due because the 64 will show the number of overs bowled with the last one in white instead of blue on the main display during the over.

You don't of course have to take the new ball immediately, or even at all, if you think your bowlers are doing a good job with the old one. However, when you do want to take it, simply type in Code 23. The 64 will ask you if you are sure, just in case of accidents. If you are, simply press Y, and the new ball is yours.

We have already mentioned that the 64 (and VIC) will show a slight random bias to some types of

bowlers rather than others. However, for the 64 version, this bias will be governed at least in part by the number of overs bowled with the new ball. You will find that the 64 slightly favours the quicker bowlers while the ball is still new, and the slower bowlers when the ball is old: Thus, if you do take the new ball, you are probably advised to bring back your quicker bowlers, in order to maximise its effects. As with real cricket, these can sometimes be quite dramatic.

RETURN TO GAME (Code 5)

You are of course already acquainted with this option. All other tactical options will return you to the Tactics Board, in case you have further changes to make. By typing 5 and pressing RETURN, however, the VIC or 64 will return to the match at the point where you left it.

MATCH SUMMARY (Code 31)

This simply requests a very generalised summary of the state of the match so far, and is useful, say, when making up your mind whether to declare. The VIC or 64 will give you a time-check, and will then remind you of the totals achieved in each innings of the match. It will also give you the overall position at the end of the last innings, and the present position. Finally, in the case of a double innings match, it will tell you how much time (if any) has been lost through rain.

The information will remain on screen for about 10 to 15 seconds, after which the VIC or 64 will ask you to press a key (ie., when ready). Doing this will return you to the main Tactics Board.

VIEW SCORECARD (Code 32)

This is just another way of calling up the scorecard, although with this option it is not just the present scorecard that you can view, but also the cards for all the previous innings, if any.

Unless the present innings is the first of the game, the VIC of 64 will first of all ask you which card you want to view. All you do is press the number key, 1, 2, 3, etc., which relates to the innings you want. If you have a printer, you will also be asked if you want a printed copy of the card. A Y or N answer is all that is required. Finally the VIC or 64 will display the scorecard you have chosen. As usual, it will remain on the screen for about fifteen seconds, although you can press F1 to hold it there for as long as you like.

INNINGS DETAILS (Code 33)

This option simply provides you with a further and more detailed analysis of the innings so far, and is available for the VIC 20 version only since the relevant information is already available from the main scorecard in the 64 version. After typing Code 33, the VIC lists the names of all the batsmen and gives details of the number of balls they have faced (excluding no balls and wides), the number of 4's and 6's they have hit in their innings, and finally, the number of runs they have scored (an asterisk (*) against this final number simply means that the batsman is not out). Pressing any key will return you to the Tactics Board.

This list of details will in any case be displayed (and printed, if you have a printer) at the end of every innings, after the final scorecard. However, unlike the scorecard, it will not be retained in the VIC's memory afterwards. For this reason, if you do not have a printer, you will have to write all the details down somewhere if you want to preserve them.

PRINT A MESSAGE (Code 39)

If you don't have a printer, then this won't appear on your list of options, and typing code 39 will have no effect. If you do have a printer, then this simply enables you to print out any message,

heading, score, etc., which the VIC or 64 does not automatically provide for you.

When you choose this option, the VIC or 64 will ask the question

MESSAGE?

All you do is type in the message that you want to be printed, and press RETURN. Typical messages might be 'LUNCHTIME SCORE ENGLAND 111 for 2' and so on, but of course you are free to choose any message you like. The VIC or 64 will transfer your message to the printer, and then ask if you want another. Pressing Y for YES will repeat the procedure: pressing N will return you to the Tactics Board.

This facility, though useful, does need a bit of thought and care when you are designing messages. In particular, spelling mistakes should always be edited out <u>before</u> RETURN is pressed, since transfer to the printer is immediate. Also, the VIC or 64 does not leave any blank lines between messages, so you will have to attend to this your-self if need by (pressing RETURN on its own will send a blank line to the printer). Finally, certain features, such as reverse on and off characters, will only transfer to the printer if first of all enclosed in quotes. A little experimentation will probably be necessary before letting this message facility loose on a 'serious' game.

<u>END FOR TODAY</u> (Code 999) (or 99)

This option simply enables you to stop playing for the time being, and, if necessary, save the details of your game on tape, for another time. After you have typed in code 999, (or 99 for the 64 version), the VIC or 64 will first of all ask if you are sure, just in case of accidents. Pressing Y for YES will take you into the ending routine described in section 5.

<u>5)</u> <u>ENDING FOR THE DAY</u>.

<u>End of Innings / End of Session Displays</u>

You have already seen that you can end for the day by typing code 999 (or 99) at the Tactics Board, However, before we go on to discuss the procedures involved in ending, it is as well to mention that there is a second way to enter the ending routine. This is from the screen display that the VIC or 64 gives you at the end of each innings or session of play.

When an innings has just finished, and also in a double innings game, when a session of play has just finished, the VIC or 64 will show you the scorecard as usual, and will then display a summary of the match so far. You will recognise the format of the summary if you have used the Match Summary option at the Tactics Board: it consists of a time-check, the scores from all previous innings, a statement of who is ahead so far, the present score, and the amount of time lost through rain. However, since the end of an innings or a session of play is very often a convenient time to stop for the moment, the VIC or 64 will also make a noise to attract your attention, and ask you whether you want to stop.

The question can be answered by pressing Y or N as usual. If you press Y, then you will be asked if you are sure, just in case. If you press N, then play will simply resume as normal, with the start of the new innings or session of play. Note however that you don't <u>have</u> to press N to continue, since if you do nothing the VIC or 64 will in any case resume play of its own accord after fifteen seconds or so.

<u>Ending</u>

If you have opted to end for the time being, then the VIC or 64 will ask if you want to save the

present position of the match for later. You don't have to do this if you don't want to, but if you press N for NO, then you will once again be asked if you are sure, just to be on the safe side. Answering Y for YES to this second question will end the program with your match being abandoned as a draw.

Saving your Game on Tape.

If on the other hand you do choose to store your match, then the VIC or 64 will ask you to attend to a number of things, depending on whether you have the tape or disk version of the game. If you have the tape version, then it will ask you to choose a

FILE NAME ?

This is simply the name by which you will refer to this particular game when you return to it later, and is necessary because otherwise, if you had more than one game stored on the same tape, the VIC or 64 would have no way of telling which one you wanted to return to. You can give the file any name you like, although it is probably best to give it a short and easily remembered name, or even a number. Whatever you choose though, don't forget to write it down somewhere, in case you forget between now and next time what it is.

Having chosen a name, type it in and press RETURN. You will now be asked to do three further things. The first of these is to make sure that you have wound your tape to the correct position. This is to ensure that you don't accidentally record your match over something else on the same tape. In actual fact, you can't record over VIC or 64 CRICKET itself, because the tape has been protected from this. You can, however, use the B side of the cassette, which has been kept blank for precisely this purpose.

Any position on the tape will do, so long as that position is either blank, or else contains

something that you don't mind recording over. When you have attended to this, the next thing you must do is set the tape controls to OFF. This is important, since if you had left them set to PLAY after loading the program earlier, the VIC or 64 would automatically attempt (without success) to save your match details, even though the RECORD button was not pressed.

The final thing you must do is press either the F7 key for the VIC, or the F1 key for the 64. This is for no other reason than to let the computer know you are ready. It will now tell you to PRESS RECORD & PLAY ON TAPE, and will proceed to store your match. The operation will take about 2 to 3 minutes to complete, depending on the stage you have reached. Don't worry if, during this time, the tape recorder seems to be going in fits and starts, as this is perfectly normal.

When finished, you will be asked if you want another copy, just in case of any problems with the first. All you have to do is press Y or N, as usual. You can have as many copies as you like, but when you eventually press N, the VIC or 64 will offer you the option of resuming your game, starting another, or ending the program.

Saving on Disk

If you have the 64 disk version of the game, the first thing the 64 will do when you ask to save your game is to ask you whether you want to save on tape or disk. (For the VIC disk version, it is automatically assumed that you will use the disk). This question is answered by pressing either T or D as appropriate, and if you press T then you should now read the previous section, Saving on Tape.

Assuming you are saving on disk, the VIC or 64 will ask you, not for a file name, but for a file-letter. This can be anything from A to Z, and refers to one of 26 ready-to-use files which already exist on your disk.

However, to help you keep track of what matches are stored on which files, the VIC or 64 will allow you to use a CODEWORD for each file. This codeword will be the first piece of information stored on the file, and when you have typed in the file letter, the VIC or 64 will read the file briefly. Then it will print out the codeword on the screen, and ask you if it is alright to continue. This is just in case your chosen file contains a match you don't want to write over. Simply answer Y to continue, or N to choose a different file letter. If you type Y, then the VIC or 64 will finally ask you to type in a new codeword, before saving your match on the disk.

Note however that whilst it is always a good idea to rotate files, you might very quickly fill up the disk if you have a succession of files each with a large amount of data. You should always be careful therefore to ensure that there will be sufficient room on the disk to store your file. Your disk manual will give details of how to do this.

If you find 26 files not enough, then a small program is supplied on the disk which enables you to write 26 more to another disk, (nb. not the same one). This program can be loaded before the game itself by typing

LOAD "F*",8

and then RUN. The program will ask you to insert the new disk in the drive and then press a key, after which it will create 26 new files on that disk. Note though that errors might occur if the new disk already contains files with similar names, or if the new disk is already full. Don't forget too that brand new disks must be initialised first - see your 1541 manual for details.

Resuming Later.

When, at a later time, you are ready to resume the game, simply LOAD and RUN the program

as before, only this time, when the VIC or 64 asks you if you have an unfinished match, you should press Y for YES, after which you simply repeat the above procedure, (this time of course though the file name or letter should be the same one you chose when ending last time). For the tape version, it will again take 2 or 3 minutes to fetch the details of your game back from the tape, and while it is doing so, the tape will keep stopping and starting again at short intervals. Indeed, there will be a moment or two on the VIC version when it appears to have stopped completely, but this is all perfectly normal, so don't switch it off. When the VIC or 64 has finished it will offer you the Tactics Board, just in case you want to refresh your memory about the game before resuming properly.

6) APPENDIX

Appendix 1: Speed of the Game.

If you find the action too slow and want to speed it up a little, you can do this by pressing the brown F5 key. To slow things back down again, press F6 (ie SHIFT and F5 simultaneously). There are in fact over 20 different speeds available, so by pressing either of these keys often enough, you can find the speed which best suits you.

Appendix 2: Screen Colours.

You should not normally find the screen difficult to read during VIC or 64 CRICKET, and if you do then a slight adjustment of your TV controls will probably do the trick. However, for the 64 version of the game (and for some editions of the VIC version) it is usually possible to alter the screen background colour by pressing SHIFT and F1 together. All sixteen colours (all eight for the VIC) are obtainable in this way, so pressing these keys often enough will present the colour which is most to your liking.

Appendix 3: The End of the Game.

At the end of the game, the VIC or 64 will display on the screen the final result. This will be in the same form as the Match Summaries earlier in the match. Below this, however, you will notice the message PRESS E TO END : ANY OTHER KEY FOR DETAILS. By pressing any key apart from E, you can view, one by one, the completed scorecards for every innings of the match. Each of these can be held as usual by pressing F1, which will enable you, if you wish, to write them all down for posterity (if you have a printer, then this will already have been taken care of for you).

When the VIC or 64 has listed all the scorecards, it will return again to the Final Result Display, after which you can either press any key again, to repeat the process, or else press E to end the program. (On the 64 version you will be asked first if you want ot start a new match).

Appendix 4: VIC, 64, AND THE RULES OF CRICKET

Every effort has been made to ensure that VIC or 64 CRICKET interprets the rules of cricket correctly. However, it has proved necessary to omit or alter one or two minor rules. These are listed below, together with some of the other rules used by the program.

Number of Bowlers allowed

It has been necessary to limit the number of different bowlers used in any one innings to seven. This is the only truly artificial change to the rules, and is necessary simply because of the limited size of the screen, which would otherwise scroll upwards during the scorecard displays, thus preventing you from reading the top few lines.

When counting your bowlers, it might help you to know that the VIC or 64 will only include those which have bowled at least one delivery. Thus, if you have used six bowlers and have just chosen your

seventh, but then change your mind before he has had a chance to actually bowl, it is perfectly in order to correct your choice.

Run Outs.

In real cricket, whenever a run out occurs, it could be the batsman at either end who is dismissed. With VIC or 64 CRICKET this does not apply: it will always be the batsman who faced the delivery who is out.

You should also note too that VIC or 64 CRICKET does not allow for crossing between batsmen during a run out, or a catch.

Unusual Dismissals.

All usual dismissals are catered for, but there is no provision made for unusual dismissals, such as hit wicket, or obstructing the field. There is no provision either for a batsman retiring hurt.

Extras

As in real cricket, one run is added and an extra delivery allocated every time a no-ball or a wide is bowled. However, the VIC or 64 does not allow for runs being scored by the batsman from a no-ball for a wide: the one extra is all you will receive.

Follow on

The follow on is enforceable whenever a team batting second are a certain number of runs or more behind at the end of their first innings. The exact number of runs that applies will vary according to the number of days allocated to the game, but can be worked out as follows: 75 runs, plus a further 25 runs for every day allowed. Thus in a three day game, the number is 150, in a five day game, 200, and so on. The number is an inclusive one, so, for instance, being exactly 200 runs behind at the end

of your first innings in a five day test match is
enough to make you eligible to follow on.

If the follow on applies, the VIC or 64 will
simply ask the side which batted first whether they
want to enforce it. All that is required is a
straight Y or N answer, and the VIC or 64 will attend
to all the necessary details. Note that if you
answer N you will not be asked if you are sure, so
you must be careful.

One Day Games.

In most sincle innings competitions, a limit
is set on the number of overs which can be bowled by
any one bowler. This may vary from one competition
to another, but on the VIC or 64 it will always be
fixed at one fifth of the total number of overs
allowed to each side, plus one extra over if there
is a remainder after the division. Thus, in a 40
overs match, no bowler can bowl more than 8 overs,
whilst in a 55 overs game the number is 11, and so
on (in a 56 overs game, however, the remainder in
the division sum will allow the number to be
increased by one, to 12).

The 96 Over Rule.

In order to discourage any time wasting
tactics during a two innings per side game, the
VIC or 64 will insist that a minimun of 96 overs is
bowled in every full day's play. You can easily
check the number of overs still to be bowled since
this will be shown on the action display during the
game, next to the number of overs bowled in the
innings. Note that the number of overs still to be
bowled is a minimun one only, and that should the
full 96 be completed before the scheduled time has
expired, then play will continue regardless.

In addition to this rule, you should note that
the scheduled number of overs will be decreased by one
for every four minutes playing time lost in the event
of rain, and by three during any break between innings

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Results.

Results in a two innings match are as in
real cricket: victory can be by a certain number of
runs, or wickets, or else by an innings. Provision
is made by the VIC or 64 for a possible tie, and
where time has run out before a positive result can
be achieved, the match will be drawn.

In a one innings game, victory can also be by
a number of runs or wickets as above, but where the
sides finish level, the VIC or 64 will test to see
which of them has lost the smaller number of wickets,
and declare that side the winners. The VIC or 64
therefore, does not take into account the number of
overs used by either side to reach the same total, and
if you wish to use this method of deciding the winners
when scores are level, then you should agree to do so
beforehand with your opponent and simply apply the rule
yourself, irrespective of what the VIC or 64 does.

Rain

In the great majority of one day competitions,
a game is eventually played out to a conclusion, what-
ever the weather. For this reason it was decided not
to let the VIC or 64 allow RAIN STOPPED PLAY in a
limited overs game. However, there may be instances,
such as a John Player League match, when you might
require the rain factor in order to allow the realism
of abandoned matches, etc. If this is the case, it
is suggested that you play the match out using the
'two innings' option, ignoring the time displays
etc., and remembering to 'declare' when your overs
have run out (don't forget too to change your bowlers
when their over limits have expired).

Time Between Innings.

A time lapse of 12 minutes will occur between
innings in a double innings match. This will consist
of the usual 10 minutes, plus two more minutes in
respect of the possibly uncompleted last over of the
innings which has just ended. (Note that the number
of overs to be bowled in the day will also be reduced

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by 3 - see above.)

Bias

If you have opted to show bias towards one team, then the way the VIC of 64 operates is as follows. If you have shown bias to the home team, (ie., typed in H when asked which side was stronger at the beginning of the program), then whenever the home team are batting, the VIC or 64 will treat the pitch as if it were one value better than it actually is. In other words, if you have shown bias to the home team and they are batting on a GOOD pitch, then the VIC or 64 will treat things as if they were batting on a V.GD pitch, and so on. The same thing would be true if you had shown bias to the away team, only this time of course it would only be when the away team were batting that the pitch would be treated as if it were one grade better.

If the bias you had chosen were stronger than this (ie., you had typed HH or AA rather than simply H or A), then the VIC or 64 would go one stage further. As well as treating the pitch as if it were one grade better when the favoured team was batting, it would also treat it as if it were one grade worse when the unfavoured team were batting. In other words, if for example you had typed HH for a match between England and Australia on a GOOD pitch, then for England's innings the wicket will be treated as if it were V.GD, whereas when Australia come to bat, it will only be treated as FAIR. This bias is usually (though by no means always) sufficient to give the better of the match to the favoured team.

Note that when considering bias the VIC or 64 treats the pitch as one grade better or worse than it actually is at that particular time. Thus, if the wicket changes during an innings, the VIC or 64 will adjust its bias accordingly. This can sometimes lead to an evening out of the bias. For instance, in the above example, if Australia were first to bat on a GOOD pitch, then the VIC or 64 would treat the pitch as only FAIR. However, if towards the end of the Australian innings, the pitch quickly dropped to POOR,

then England, too would only be batting on what was treated as a FAIR pitch.

(Conversely, though, note also that as a result of this bias facility there are in effect not five possible types of pitch, but seven. The extra two only occur when bias is being operated, but may be thought of as EXCELLENT and AWFUL respectively.)

Appendix 5: Facts, statistics, records.

VIC and 64 CRICKET have been extensively tested to ensure that they combine a realistic similarity to real cricket with an equally realistic unpredictability. It is almost certain that during your own games you will at some stage encounter unusual occurrences, interesting statistics, or even record breaking sensations. If so, we would be extremely interested to hear of them - in fact, we would be interested to hear of any games you have played, whether unusual or not (printed scorecards, where possible, would be especially welcome). Anybody else who is interested in such information and would like to join a mailing list should also contact us (depending upon the volume of information, we regret there might be a small charge for the service).

With sufficient response and interest, it is hoped to produce eventually a small booklet or newsletter containing various facts, statistics, and records. To set the ball rolling, you may care to know that the best team total made so far has been 700-9 declared, and the worst 43. The best individual innings has been 306, and the best bowling in an innings 6 wickets for 9 runs. (Certain riduculous scores produced at a very early stage of testing and development have not been counted!)

Finally, please note that Sophisticated Games will be only too pleased to help with any queries or problems you may have with VIC or 64 CRICKET.