

RSC TEST CRICKET 2.0

REQUIREMENTS

1. Windows
2. Mouse
3. VBRUN300.DLL (Visual Basic DLL)

HOW TO INSTALL RSC TEST CRICKET

1. Copy RSCCRICK.EXE and RSCCRICK.ICO to your C: drive
2. From Windows, select FILE, NEW, PROGRAM ITEM.
C:\RSCCRICK.EXE will be your command line
C:\RSCCRICK.ICO will be your icon

You need a copy of VBRUN300.DLL in your WINDOWS/SYSTEM directory.

HOW TO PLAY RSC TEST CRICKET

1. Click "HOWZAT" button to clear purchase info screen.
(after reviewing 26 team list and deciding to buy game)

You are free to play the limited version forever if you like...
but you will can have a lot more fun by purchasing the 26 team RSC Test Cricket
for \$20 US.

2. Double click the team which will bat first from the team list box.
3. Batsman and Bowlers are listed in a default batting order. You may change this order by dragging and dropping players. Press "Lineup Set"
4. Repeat steps 2 and 3 for second team.
5. Click DONE to proceed to the Test screen.
6. Click START to place first team at bat.
7. To bowl either
 - click BOWL for ball by ball play
 - or
 - click FALL OF WICKETS for wicket by wicket quick play
8. After 10 wickets have fallen, END OF INNINGS will display.
Click END OF INNINGS to proceed.
- 9 At end of test, END OF TEST will display.
Click END OF INNINGS to see Scorecard
- 9 On SCORECARD screen,
 - click TO DISPLAY to cycle through innings stats on screen
 - or
 - click TO PRINTER to print scorecard on Windows printer
- 10 OPTIONS menu

DECLARE: end current innings and proceed
NEW TEST: end current test and select new teams
EXIT: you're outta here

RSC TEST CRICKET 2.0 ENHANCEMENTS

New features:

1. Bowler Choice on new overs

Player now must choose bowler when playing in ball-by-ball mode.

Computer will continue to choose bowler in quick wicket mode EXCEPT at beginning of innings.

2. Tactics for batting team (Options / Tactics on menu bar)

Batting Team may select attacking, normal or defensive styles

Attacking: Out more often, but higher run rate

Defensive: Less outs but lower run rate

Remember these are general statements - a defensive tactic will not necessarily prevent sudden loss of wicket!

Tactics reset to normal at beginning of innings

3. Quick Wicket mode stops after ten overs if no wicket has fallen

Still a "quick " game but allows intervention opportunities more often.

You can change tactics, declare, choose next bowler at these points.

You can also freely switch between ball-by-ball and quick wicket mode

4. Weather interruptions

Play may be stopped for Rain or Bad Light

Play resumes next day.

In Quick Wicket mode, computer will automatically continue play next day until fall of wicket

5. Set length of match

6. Batsman and Bowler Avgs by clicking on names

7. Two more teams

I have added two more teams to the shareware game

Also I have changed the mix of teams slightly

I think eight teams is better for playing tournaments - no byes necessary.

Also, I wanted to put a decent English squad in the game.

8. Lots of windows niceties - in case you accidentally click the wrong place

RSC TEST CRICKET GENERAL NOTES

1. 90 overs per day
2. Statistics are based on real-life Test averages.
I have tried to choose representative Test performances as possible
3. All stats were extracted from the CricInfo Server on the internet.
My greatest thanks to the dedicated staff and contributors at CricInfo - without you this game would not exist.
4. My apologies for any misspellings of player names or statistical errors.
Let me know so I can correct.
5. Email mail your kudos, criticisms and comments to

BRETT@EPIX.NET

or snail-mail to

BRETT FREEDMAN
PO BOX 3332
CAMP HILL PA 17011 USA

or call me at 717-761-3512

I really would like to hear from you - all email will be answered!

Complete 26-team game is available for \$20 (US funds)
If you MUST pay in your currency, add \$5 US to your payment!

Registered copy will be sent on 3.5 HD floppy OR I will email UUENCODED
Please specify your preference!!!

6. My goal was to create a statistically realistic Visual Basic Windows cricket simulation which would allow matchups between Test squads of different eras. How did I do?
7. If this game is well-received, I will produce a new version with more teams and features based on your input. (Test Averages and batting orders very much appreciated)
8. Anybody interested in a English County Cricket version of this game?
8. ***ENJOY ***

MY THANKS TO:

everyone at rec.sport.cricket, #cricket and CricInfo (information and inspiration)
David (my brother), Johanne, Rebekka and Erika (for inviting me to London)
Pam G. (for getting me the good deal on VB)
John at Windsor Park Books (business sense)
my cat Bubba (unconditional love)
my internet friends who beta-tested and contributed suggestions

and especially all the great cricket fans and shareware supporters
who register RSC TEST CRICKET :-)

Brett Freedman
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