

Contents

| | |
|--|----|
| INSTALLATION | 2 |
| OVERVIEW | 3 |
| CHAPTER 1: MAIN MENU | 4 |
| Player Profiles | 4 |
| Coach and Physio | 4 |
| Player Records | 5 |
| Fixtures and Results | 5 |
| World Ratings | 5 |
| Signing new Players | 6 |
| Budget Allocation | 6 |
| Team Selection | 6 |
| International Selection and One-Day Internationals | 7 |
| CHAPTER 2: THE MATCH | 8 |
| Players Form | 8 |
| Coin Toss | 8 |
| Groundsman | 8 |
| Playing Conditions | 8 |
| The Match Screens | 9 |
| Highlights Level | 9 |
| Save Game | 10 |
| Conditions Icons | 10 |
| Bowling | 10 |
| Batting | 12 |
| CHAPTER 3: CONTRACTS | 14 |
| CHAPTER 4: TIPS | 16 |
| CREDITS | 20 |

Installation

- 1) Insert the disk into your CD ROM drive.
- 2) If Autorun is enabled on your PC, then an International Cricket Captain 2005 installation window will be displayed on your desktop. If Autorun is disabled, or the installation window does not appear automatically, open up My Computer on your desktop, access your CD (often labelled D:) drive, and double click on the setup.exe file.
- 3) You must install the game on your hard drive. To do this you should have at least 150 Mb of free hard disk space.
- 4) Follow the on-screen instructions.

RUNNING INTERNATIONAL CRICKET CAPTAIN 2005

To start International Cricket Captain 2005:

Select International Cricket Captain 2005 from the Empire Interactive program group on your start button, located on the Windows taskbar.

You may also run the game by double clicking the Cricket Captain 2005 icon on the desktop.

UNINSTALLING INTERNATIONAL CRICKET CAPTAIN 2005

To uninstall International Cricket Captain:

Go to the Control Panel in Windows and then select Add/Remove Programs. Select International Cricket Captain 2005 from the menu and then choose Remove and then OK.

INTERFACE

The game is entirely controlled by the Mouse. Making a selection involves making a left mouse-click. Within the Main Menu screens you can use the right button to select an option at the top of the screen.

FULL SCREEN / WINDOWS

To toggle between playing in Full Screen or Windows mode, use the F2 key.

WARNING: If you are using a TNT based graphics card and are running the game in a Window, please refrain from using the Window's minimise option as this may cause the game to malfunction.

RUNNING ANIMATED HIGHLIGHTS

If you have a P200 or greater with at least 32 Mb RAM, then you will be able to view animated highlights when you are playing a match. If these highlights appear jerky or slow, then choose None.

SPECIAL NOTES

Installation Progress Bar Flickering. During installation, the progress bar occasionally displays as a black flickering rectangle instead of a normal progress bar. Don't worry, it's still installing the files.

UPDATES AND INFORMATION ABOUT INTERNATIONAL CRICKET CAPTAIN 2005

Further information about International Cricket Captain is available via our website at www.empireinteractive.com www.childishthings.co.uk

Overview

International Cricket Captain 2005, is a game in which you have the chance to both captain and manage a team. The various ways to play the game are as follows:

Single Player:

- 1) **Full Game:** captain a county and earn the right to lead England.
- 2) **County and England:** Captain a county side and lead England immediately.
- 3) **International Only:** Captain any of the Test-playing nations.

2-Player:

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

Scenarios:

Choose from the five ashes scenarios.

Load Game:

Play a previously saved game.

Options:

Choose windowed or full screen display modes. This will also display the current version number of the game.

The quickest way to learn the game is to embark on a voyage of exploration, clicking on all the icons and tabs en-route to discover their functions. But for those of you who require further information, please read on.

Chapter 1: Main Menu



When you have selected a team you will be taken to the In game Main Menu - the hub of the game. From this point, you will be able to access most of the information you need. Probably the first thing you will want to look at is your current squad. To view this, click Team Details and then select the Squad tab. To return to the Main Menu click on the < button at the bottom left of the screen.

PLAYER PROFILES

Select this in order to obtain more detailed information about your players and click on the self-explanatory tabs.

To view Salaries and Contracts click on the Personal tab. This tab will also

allow you to examine a player's strengths and weaknesses. For fast access to this information during a match, simply double click on a player's name. Use the < > tabs to scroll through your team, or through other counties if you have selected the Team Details screen.

COACH AND PHYSIO

The Coach and Physio screen will appear once a month. The number of coaching/physio sessions available is determined by your budget allocation at the start of the season (see Budget Allocation chapter).

To allocate a session to a player, first



select him and then assign the training session you require from the pop-up menu. An icon representing the type of training he is undergoing will appear opposite his name.

The coaching and physio sessions are -



Net Practice: improves the short term form of the player.



Technique: improves performance over the long term, and so is generally more effective with younger players.



Physio: helps players stay fit.

Only one session may be allocated per player. These sessions are available for both batting & bowling.

Player Records

Click on the Player Records button to view batting and bowling averages in all competitions. The default screen is: Batting, First Class and Career, sorted in order of merit.

You can sort these into any order you wish by clicking on the various buttons.

The filter button enables you to only view players who have played more than 5 innings (batsmen) or taken more than 15 wickets (bowlers).

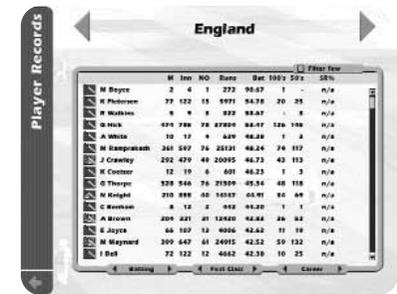
When you start the game the statistics will be accurate for the start of the 2005 season. As the game progresses the computer will update these with the results from the games played in your 'cricket world'.

Fixtures and Results

Use this screen to view the fixtures and results of every team in all competitions. Clicking on the tabs will allow you to find the precise information you require.

World Ratings

Shows the rankings of international teams.



SIGNING NEW PLAYERS – THE FIRST SEASON

When signing new players you have the opportunity to negotiate both the salary and length of contract offered.

At the beginning of each season you will be given the opportunity to offer contracts to youth players.

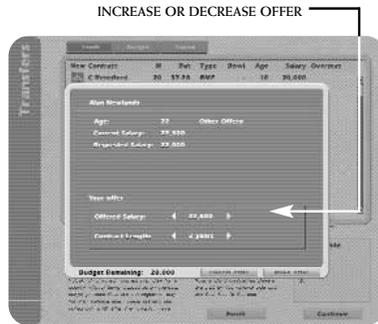
At the start of the very first season youth players are the only ones you are allowed to sign.

To sign a new youth player for your team highlight his name and click on **New Contract**. This will bring up his salary and contract demands. If you wish to offer less use the scroll bars to adjust the amounts. When you are satisfied with the salary and length of contract, click on **Make Offer**. The player will then accept or decline, or invite you to make a new offer. When you have finished signing players click on the **Finish** button.

Tip

The salary will always reflect the optimum amount sought, so you may wish to bid less, but then again, if you want to be really sure of getting the player, then you should meet his demands.

For information on signing non youth players see the chapter on **Contracts and Budgets**.



BUDGET ALLOCATION

At the start of each season you will need to allocate your funds for the forthcoming campaign. You can choose to spend funds on the following areas:

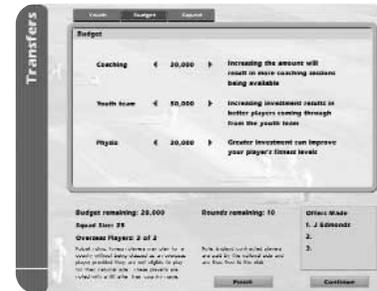
Physiotherapy – helps to keep players fit by increasing the number of physiotherapy sessions available and brings players back from injury more quickly.

Coaching – increases the number of coaching sessions available for your players.

Youth Coach – increases the chance of good players emerging from your youth team.

TEAM SELECTION

A default team will be provided for you in the upper panel. The lower panel will contain the remaining members of the squad. If you wish to remove a player from the team, click on the player's name to display a



pop-up menu, click on swap and then go to the lower panel and click on the replacement player. The two players will then swap places.

On the pop-up menu, you will also be able to nominate a wicket-keeper, a captain, opening bowlers and adjust the batting order. To perform the latter, select Move and then click on the slot you wish to move the batsman to.

To enable viewing of player types at a glance the following symbols are displayed:

-  Bat – Batsman.
-  Ball – Bowler.
-  Bat & Ball – All Rounder.
-  Gloves – Wicket Keeper.
-  O – Opener.

If a player has a **red +** symbol by his name this means he is injured and not eligible for selection.

If a player has a **globe** symbol by his name this indicates that he is on international duty and not eligible for selection. You will be notified in the news box when these players become available again.

International Selection and One-Day Internationals

When you are captaining the national side you will first be required to select a squad. In England's case, the default squad will be the centrally contracted players. Click the **Test Squad** tab to view these. In the main database, the name of these players will be highlighted in view. You may replace these players by clicking on their names and then selecting **Add/Remove**.



Form

A player's form is based on his last six performances. A good way to increase a player's form is to give him some net practice, or even a run in the 2nd XI.

On the Team Selection screen you can also adjust the statistics display. Use the scroll arrows, or just click on the button to launch a pop-up menu. To get more information about a player, double click on his name to bring up his player profile.

Before you finish your team selection it might be a good idea to select the Conditions tab to get an idea of the weather. You may wish to consider picking a team to take advantage of the predicted climatic conditions.

When you are satisfied with your team, click on the forward arrow (>) on the lower right of the screen and then **Play Match** to take you to the coin toss.

Note: if you choose Skip Match, the computer will play the match for you. Unfortunately, your 'tactical nous' will be missed so the team is unlikely to perform to their maximum ability.

Chapter 2: The Match

COIN TOSS

The Coin Toss screen displays the competing teams and pitch and weather conditions for the match. Choose heads or tails by clicking on the appropriate button, and then select whether you want to bat or bowl. You may want to check the pitch and weather before making this decision, as the conditions may affect the course of the match.

GROUNDSMAN

Click on the Groundsman button prior to the start of a match and instruct him to prepare a pitch tailored to suit your bowling strengths. You may choose to ignore this, in which case the pitch will be randomly generated.

PLAYING CONDITIONS

The following are various permutations of playing and weather conditions, together with their effects. Pitch bounce and wear will deteriorate as the match progresses.

Bounce

Perfect: Favours batsmen.
Even: Slight advantage for batsmen.

Average: No advantage for batsmen or bowlers.
Uneven: Favours fast bowlers.
Erratic: Mainly favours fast bowlers, but all bowlers will gain some advantage.

Wear

Very Good: Favours batsmen.
Good: Slight advantage for batsmen.
Average: No advantage for either batsmen or bowlers.
Turning: Advantage for spin bowlers.
Sharp Turn: Big advantage for spin bowlers.

Weather

Sunny: Adversely effect stamina of fast bowlers. Seamers will take less wickets.
Unsettled: Neutral.
Cloudy: Slight advantage for seam bowlers.
Very Cloudy: Increased advantage for seam bowlers.

Light

When four lights are lit on the meter then the batsmen will probably be offered the light, though this chance is reduced if slower bowlers are operative at the time.

THE MATCH SCREENS

After you have decided whether to bat or bowl, you will be taken to the match screen.

HIGHLIGHTS LEVEL

One of the first things to decide is what level of Highlights you wish to see. To do this click on the "highlights level" button at the bottom of the screen to display a pop-menu, and then select the highlights level you would like to see. As you will see, the parameters range from None to Ball-by-ball (although the latter could result in a rather long game). If you select Wickets and Chances, this will display every edged or uppish shot; all LBW appeals, drops, catches and, of course, wickets falling. Selecting None will mean the match proceeds in text only mode.

If you choose no highlights then you have choice of playing the match with a text commentary, or displaying the Batting or Bowling card. Make your selection by clicking on the appropriate tab.

Team Selection

Nottinghamshire v Middlesex
National League - D1

| Selection | Head to head | Conditions |
|-----------------|--------------|---------------|
| 1 A Strauss | 112 20.24 | RM - - - - - |
| 2 E Smith | 79 30.83 | RMF - - - - - |
| 3 E Jayce | 81 34.04 | RM 2 63.50 |
| 4 O Shah | 183 30.22 | OS 8 31.12 |
| 5 J Dairymple | 53 26.50 | OS 42 30.69 |
| 6 B Hutton | 91 20.74 | RFM 38 31.76 |
| 7 D Nash | 112 20.64 | RM - - - - - |
| 8 S Taylor | 107 29.44 | RFM 178 28.04 |
| 9 M Batts | 85 9.82 | RFM 104 28.50 |
| 10 M Hayward | 110 9.94 | RF 137 27.91 |
| 11 P Hutchinson | 52 8.82 | LFM 69 21.04 |
| - N Compton | 15 23.74 | OS - - - - - |
| - W Godleman | - | LS - - - - - |
| - E Morgan | 3 13.00 | RM - - - - - |
| - P Weekes | 293 29.40 | OS 310 28.77 |
| - C Whelan | 1 6.00 | RM - - - - - |

Form ← One Day → Career →

CONDITIONS ICONS

In the lower right of the screen you will see a set of icons reflecting match conditions. From left to right these are: weather, light, bounce, wear, outfield and age of ball (this is replaced to show overs remaining of field restrictions in one day games). The red dots indicate degrees of adversity, so

when there are, say, four red dots on the outfield icon, this will indicate that the outfield is slow. Or when there are, say, no red dots on the bounce icon, then this will indicate the bounce is true.

BOWLING

If you bowl first then the bowling dialogue will appear to the right of the screen.

The name of the opening bowler you chose during Team Selection should appear at the top of the bowling dialogue.

If you wish to change the bowler at this or any other point in the game, click on the arrows just to the right of his name to bring up your team, and then select a new bowler. Click on the name of the bowler you wish to select. The new bowler will now appear at the top of the bowling dialogue.

Click on **Next Over** or press the Space Bar to continue the game.

SAVE GAME

The game is designed to AutoSave, but you can also save during a match by clicking on the "Save & Exit" button at the bottom left of the screen.

You save and exit between matches from the Main Menu. Click on the blue 'Save & Exit' button at the lower left.

EXPLANATION OF SYMBOLS

The commentary text uses the following symbols:

- ! = Near miss
- b = Byes
- = dot ball
- X = wide, or no ball, the latter with number of runs scored from it.

If you have selected any form of highlights, the screen will change to an animated representation of the over, showing the highlight levels which you previously selected. If you chose to view no highlights, then the results of the over will appear instantly.

If you wish to play the over ball-by-ball, then click on the Ball Tab.

Bowling - Attacking and Defensive Levels

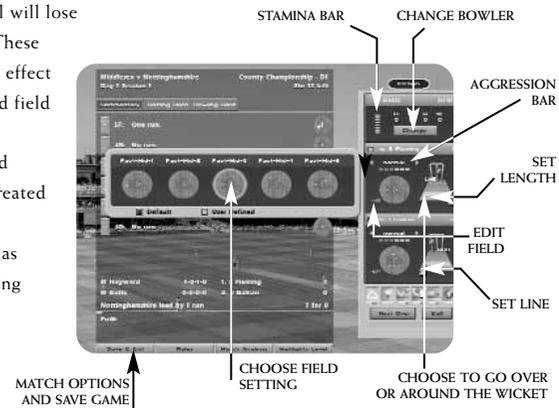
You adjust the attacking/defensive level of your bowlers by selecting notches on the bar below the bowler's name. The more attacking a bowler is the more likely he is to take a wicket, but he will also be more prone to conceding runs. Bowlers set to a very aggressive attacking level will lose stamina more quickly. These levels are presets which effect your line and length and field settings to reflect your aggression. User defined combinations may be created by setting the bowling controls independently as described in the following paragraphs.

Bowling - Stamina and Settled

A bowler's stamina rating is represented by the yellow bar on he bowling panel. The yellow dots will decrease as the bowler loses stamina. The green scale on the rim of the stamina bar is an indicator of how

settled a bowler is. The green dots increase as the bowler settles into a groove. A bowlers stamina is affected by the weather and the whether or not he has been bowling very aggressively.

Tired bowlers will have a marginally less chance of taking a wicket, just as a settled bowler will have a slightly greater chance of taking a wicket.



Bowling - Setting a Line and Length

To set a line and length for a bowler, locate the stumps on the bowling panel and then click on the area where you wish to pitch the ball. To set a line, move the ball to the line you wish to adopt: outside the off stump is considered defensive, middle and leg is the most attacking setting. To go over or around the wicket, move the arrow to the left or to the right. Note: in one-day games fielding restrictions apply.

Bowling - Editing a Field and User Defined Fields

The field setting will adjust automatically once you have selected line, length and attacking levels for your bowler. However, you can manually override these settings should you so desire. To do this, select the correct field setting and then choose the new field setting from the pop-up array.



MOVE FIELDERS

To customise a field setting, select edit and then use the mouse to drag the fielders (represented by numbers) on the oval to their new positions. You can "save" this setting by selecting the Save button.

To load a user defined field setting, select the current field setting and then choose User Defined to bring up all your saved field settings. Select the field which you wish to use.

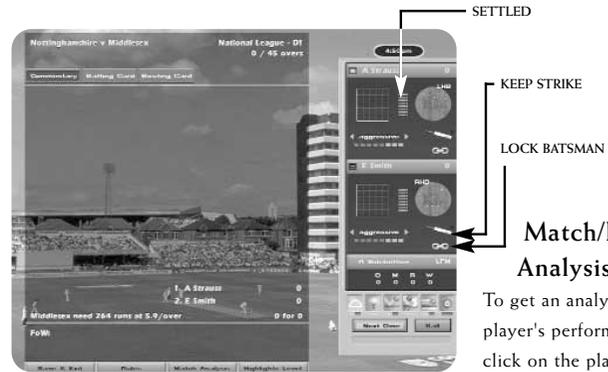
The panel to the left of the Edit Field screen can be customised to display where a batsman is scoring his runs against a particular bowler.

Action Replays

To replay any ball from the over, select the Commentary Card tab and then select the ball you wish to see replayed. You can also replay a fallen wicket by selecting the bowling card and clicking on the wicket in the FoW section.

BATTING

Click on a notch on the Defensive/Attacking bar (located beneath the players photo) to determine how quickly you want to score. Generally a high aggression will result in a higher scoring rate but the more aggressive you are the greater the risk of conceding your wicket. Batsmen who are overly aggressive before they are settled are especially prone to losing their wicket.



Match/Player Analysis

To get an analysis of a player's performance simply click on the player's name in the batting or bowling card.

Alternatively use the "Match Analysis" button at the lower edge of the screen, and click on the player name in the batting or bowling card. Here you may also choose the Match Analysis screens.

Settled

The bar next to the player's photo has two functions: the green light indicates how settled a batsman is, and the orange lights running vertically indicate how tired a batsman is.

Keep Strike

To protect lower end batsmen from the strike, click on the bat icon on the right of the panel. This will also result in fewer singles being taken.

Lock Batsman

By default your batsmen's aggression is the same against both current bowlers. In certain cases you might want to set this independently, to take advantage of a weaker bowler, for example. Click on the gold chain to open the links. Now you can change the aggression independently for the current bowler. When required, click again to close the links and apply aggression to both bowlers.

Edit Batting Order

When a new batsman is due to come in, you may select a different batsman than the one currently selected. To do this, scroll through the remaining batsman using the arrow provided until you find the batsman you want.

Following on

If your opponents have a first innings deficit of 200 runs or more in at test match (150 runs in a four day match), you will be invited to enforce the follow on.

Tip: As there are clear advantages to the team issuing the invitation, it is recommended you answer Yes when prompted.

Declaration

Click on the declaration button when you think you have scored enough runs (in a First Class match) and you wish to declare the innings closed.

New Ball

The new ball will be available to the bowling side after 100 overs in a first class match or 80 overs in test matches.



Tip: Don't forget to ensure that you have a fully fit fast bowler ready to use the new ball as this gives a greater chance of taking a wicket.

Breaks

The game will pause for lunch, tea-breaks and bad weather, close of play and whenever there is a change of innings. At this point you will see the match summary screen. This will also enable you to view the scores in other matches if they are being played. Click through the fixtures at the top of the screen.

To see the scorecard for any innings in a match simply highlight that innings and click.

Chapter 3: Contracts

Renewals

At the end of each season the contracts of some of your players will have expired. If you wish you may re-negotiate their contracts immediately. To do so, click on the name of the player whose contract you wish to re-negotiate. This will bring up his details including the salary and length of contract he is seeking.

The salary will always reflect the optimum amount sought, so you may wish to bid less, but then again if you want to be really sure of getting the player you may wish to bid more.

Use the scroll bars to adjust the amount to your satisfaction. When you are satisfied with the salary and length of contract, click on Make Offer. The player will then accept or decline, or invite you to make a new offer.

If the player accepts your offer, the money you have agreed to pay him will be deducted from your budget. If you decline to renew a player's contract he will automatically leave the club.

Tip: you may prefer to wait and see which other out-of-contract players are available before re-signing any of your own players. This is because if you do not sign them in this phase, you will have another opportunity in the next phase of the game when they will appear on the Out-of-Contract list. Of course, another club could outbid you and sign them at this stage.

Terminating contracts

If you wish to terminate a player's contract, click on the Terminate button and then click on the name of the player's whose contract you wish to terminate. In the panel of the right of the screen you will be advised what the settlement figure will be. This figure is calculated at 50% of his current salary, but because you are saving 50% of his salary this figure will be added to your budget, not subtracted.

Youth Team Graduates

Each year graduates from your youth team will emerge, providing you with the first opportunity to sign them. If you wish to offer them a contract then use the method previously described in re-signing out-of-contract players.

When you have finished signing or re-signing players and terminating contracts, click on the Continue button.

Signing New Players

After you have finished negotiating with your own players you will have a chance to sign out-of-contract players from other clubs. Choose whether you want to view Domestic, New, or Overseas Player. Use the method described above for renewing contracts in order to make an offer to the players you are interested in adding to your team. See bidding below.

Bidding

Bidding is conducted in a series of rounds, of which there are 10. You may not have more than three bids in progress at any one time. Your total of bids may exceed your available budget in which case the bids will be resolved in the order of 1-2-3. So if your first bid succeeds but uses up most of your budget, then bids 2 and 3 will probably fail because of lack of cash. For this reason it is important to prioritise your bids. When you have decided upon your three bids, click on Continue.

At the end of the first round, you will be advised of the outcome of your own bids. This procedure will continue for nine more rounds, though you may curtail this by clicking on Finish With Contracts. This is advisable when you have insufficient funds to make further feasible bids.

Chapter 4:

Tips

Unlike many games, your computer opponent does not cheat, though International Cricket Captain 2005 presents a tough challenge to most captains - especially if you're captaining England! But persevere and take heed of the some of the tips that follow, and success could be yours.

Bowling Tactics:

- Fast bowlers get an advantage with the new ball.
- Spin bowlers will generally not take wickets until the ball is about 15 overs old.
- Take note of the effect of conditions on bowlers. An ordinary medium pacer can become dangerous on a very cloudy day.
- Bowlers in county matches will perform at their best on medium aggression and balanced field setting.
- Use the defensive field settings if a batsman has a big score or you are going for a draw. Use the attacking field settings if you've got plenty of wickets to play with but not much time.

- Attack new batsmen before they are settled by setting bowlers aggression close to the max.
- If you can tie a batting team down in one-day games they will get more aggressive and get themselves out. Bowl outside off stump and use defensive fields. If you don't take wickets it's often worth taking the risk to be more aggressive to slow down your opponents scoring rate. The opposition is more aggressive the more wickets they have left.
- If you are in a very strong position, declare an hour before the close of play in order to give your main strike bowlers an extra spell.

Batting Tactics

- In county and test matches you should have your batsmen on two aggression bars until they are 30% settled and then move up to three. If a bad bowler comes on move up to 4. If a good bowler is taking lots of wickets be more defensive.
- In one day matches try to score at about 4.5 to 5 per over for the first 15 overs (or faster if you're chasing a big target), while the fields are restricted. However, the computer will use its best bowlers, so sometimes it is a good idea to put lesser batsmen in so that you don't lose important wickets early in the innings.

- When batting second in one day matches, try to keep up with the run rate all the way through the innings. Don't use maximum batting aggression unless you have lots of wickets to play with. Take note of bad or expensive bowlers and use extra aggression against them.
- Look at the weather forecast. If conditions are very cloudy but will improve later, bat defensively until they change. If it will be very cloudy or raining for the first day, put the opposition in to bat. In all other situations it is a good idea to bat first.
- If the other team scores 600 in their first innings you are unlikely to win. Give it a go until you lose a couple of wickets and then shut up shop completely (play defensively) to get the draw. Try to get the maximum batting points as well.
- Generally all batsmen perform at their best on 3 aggression bars, but should bat more defensively while getting settled, and with greater aggression against bad bowlers. The batsman's own aggression rating refers to the scoring rate of the batsman if they are on three aggression bars.

A naturally aggressive batsman will score at a strike rate of 50% or above in county matches, while naturally defensive batsmen will score somewhat below this if they are both on 3 aggression bar notches. It is important to bear this in mind when selecting one-day sides, because an aggressive batsman will find it easier to score at the required run rate even if they are a generally poorer player. It's also useful to have an attacking batsman in at number 7 in county matches because they can score their runs before running out of partners.

- You may notice that there are some players who do just as well in one-day games (or even better) as they do in county matches. These players will probably benefit from batting at 4 notches (or five notches against bad bowlers) in county matches. Other players do far worse in one-day games and should bat at 2 notches in county games. No player will do well batting at six notches in a county game. This aggression should really just be used when batting against very bad bowlers, attempting a desperate run chase or if making runs before the 120 overs is up in county games.

- If a bowler is using an aggressive field against you, it is sometimes worth taking the risk to score some quick runs to get your batsman settled. The bowler will then adopt a more defensive approach, possibly allowing your batsman to score more freely.
- If you have a batsman keeping strike make sure they are aggressive or you just end up missing singles. The other batsmen should be on 1 or 2 bars of aggression so that they can score singles and get off the strike. Only do this for the first 3 balls of an over if you are playing ball by ball in a vital match.

Managing Your Team

- Youth team coaching can produce excellent young players, but it is always a bit of a risk.
- Extra coaching points are handy but expensive. It is a better idea to use what you have already and ensure all your players benefit by continually moving your resources around the team.
- Coaching has little effect on in-form players. Coaching has a more long term effect on young players than older ones, so a good policy is to direct coaching towards them.

- If you get a good young player give him a three year contract to save money.
- Players will generally accept quite a lot less than they are asking for, but never on the first offer, and not if there are other counties offering close to your offer.
- There are lots of good overseas players so leave these bids until last.
- It's a good idea to try to get a decent spinner if only because they can bowl more overs before tiring, so this way you can play county matches with four bowlers instead of five.
- Players will not be at their best until they have experience. They need to play about 15 county matches before they are good. They will continue to improve slightly with each additional match although they can also lose ability due to age. Test match players need to get experience as well.
- Cricketers need luck as well as skill. A player with a bad average may be good but unlucky. Take note of the number of near misses they get when bowling or batting (the notes section is useful for this), it will give an extra indication of ability.

- Give young players a good run before writing them off. Second team averages also help in deciding if a player is any good.
- Don't drop your best players just because they've had a couple of bad scores - an excellent player out of form is better than a poor player in form.
- Around the wicket can help get batsmen out after a long innings and is effective against left handers. However, less Lbw's are obtained against right handers.
- Changing to spinners also helps against settled batsmen. An occasional bowler can work if the opposition is comfortable enough to slog against them.

In General

- Batsmen have a tired rating so fitness is important. If they have played a long innings it may be a good idea to adopt a cautious approach when getting close to a day break. They will start the next day fresh.
- Bowlers have a settled rating so bowl them in spells until they have about 3 bars of energy left. Try to do this in one day games as well.

- Some players are more prone to injury than others. If you have a star player that keeps getting injured, sell him or spend lots on physiotherapy so that they return to action more quickly.

Please check our websites for patches and information about the game. You can ensure you have the latest version of the game by selecting Updates from the first screen when you start the game.

www.childishthings.co.uk

www.empireinteractive.com

And all that remains to be said is 'good luck'.

Disclaimer

International Cricket Captain is only a game, the results in which are partly influenced by statistics. Some players may perform better than others in the game but this may not necessarily reflect their real-life performances. The salaries in the game are entirely fictitious.

Credits

Game design: Chris Child,
Brian Walker

Programming: Chris Child, Andy Yau

Additional Programming:
Mansu Patel, Charlie Skilbeck

Graphics: Michel Bowes,
Colin Robinson, Andy Yau

Commentary: Jonathan Agnew

Producer: Steve Hickman and
Chris Child

QA Manager: Dave Cleaveley

Lead Tester: Phil Octave

Testing: Phil Octave

Special thanks to: Patrick Eagar for his
wonderful photography. Jonathan
Agnew for assistance beyond the call.
Adrian Stephenson and Paul McGregor.

Packaging Design: ACE

Artwork: Jayshree Mistry

Production: A J Bond

Marketing: Jo Fawell

Acknowledgements: The photo of the
Bulawayo cricket ground was taken by
Chris Turvey of Empics and is
reproduced by permission.

Peter Griffiths of CricketArchive.com
supplied the player database and
statistics.

Thanks to Cricinfo for supplying
ground information, and also to
Wisden for their help with clarifying
some of the finer points of the sport.

Chris Child thanks Laura Curry for
putting up with the late nights and
getting hold of Lords tickets for
Saturday at the Ashes.

Website addresses:

www.childishthings.co.uk

www.empireinteractive.com

www.cricketarhive.com