

WICKETZ

THE SOPHISTICATED CRICKET BOARD GAME MADE TO LAST AND PLAY FOR A LIFETIME. ENJOY THE THRILLS OF 'BEING IN THE MIDDLE' OR SETTING FIELDS TO CONTAIN THE OPPOSITION. YOU CAN PLAY GAMES WHICH, BECAUSE OF THE COLOSSAL VARIETY GENERATED BY THE PLAYING OF 512 DIFFERENT CARDS INVOLVING TWELVE BATTING STROKES AGAINST NINE VARIOUS BOWLING DELIVERIES, WILL NEVER BE ALIKE.

The game comprises of the following:

A Board (23"x23") to represent the field of play, which is zoned from the wickets to the boundary, and folds to quarter size.

512 Cards, All Different providing the realistic elements of the game.

2 Rotating Indicators which, with different sector sizing, will, present bowling variations and make catching decisions.

Scale Models of a team of numbered batsmen, a team of fielders and also umpires, wickets and sight screens.

A Selector to show the different bowling styles.

A Scoreboard & Scoresheets to offer joint or alternative monitoring methods.

A Rule Sheet with easy to follow and clear instructions.

Balance The aim of the game is achieved by the combination of a carefully balanced set of cards and two spinning indicators which introduce the random factors of bowling and catching. The secret of how

WICKETZ produces all the aspects of cricket lies in the content of the 512 cards and the sector sizing in the bowling and catching circles.

Method of Play The method of play is similar to the real game, with one or more players representing each team. After the toss, the players take responsibility for their respective teams fielding and batting decisions.

For the fielding team this includes positioning of the fielders and selecting the bowling style.

The player representing the batting side must assess each delivery individually, taking into account the type of delivery (any one of 9), and the position of the fielders, before declaring the type of stroke to be played (any one of 12).

The result is determined by selecting the next playing card which shows the score (if any), the direction and distance that the ball travelled,

and whether the ball offered a potential catch. If the ball was in the air and a fielder correctly positioned then the catch indicator is brought into play to determine whether the ball was held.

The card may also give a dismissal especially if an incorrect shot has been made to a good quality ball and it may also give runs in the various 'extra' categories.

Conclusions

The flexibility of the game design allows the players to opt for varied limited over contests, or for a full five day international test match. Therefore, the desired nature of the game and the length of playing time can be determined prior to commencing play. Whatever the format, the game reflects the skills and knowledge of the players, combined with random factors to produce the realistic feature.