GRAHAM GOOCH WORLD CLASS CRICKET

LOADING INSTRUCTIONS

For TAPE type LOAD and press RETURN, then press PLAY. For DISK type LOAD"*",8 and press RETURN. Type RUN and press RETURN.

Plug your joystick into PORT 2 to control the HOME TEAM. If you are playing a two player game, PORT 1 controls the AWAY team.

MAIN MENU

The main menu allows you to choose the type of match you want to play. Move the pointer to the box containing the match details you wish to change and click the fire button to cycle through the options until the desired one is highlighted.

MATCH TYPE

You can play either a one day match (one innings each side with limited overs) or a test match (two innings each and unlimited overs). In a limited overs game no bowler may bowl more than one-fifth of the total number of overs allowed for any innings. In a two innings match the fielding side can take the new ball after 85 overs have been bowled and the follow-on can be enforced if the side batting first has a lead of 200 or more once the second team has finished their first innings.

The type of match you select can be played against the computer or against a friend and can be played in simulation or arcade mode. Simulation mode allows you to sit back and manage your team during the match while arcade mode places you right in the thick of the action with the bat or the ball in your hand.

Once you have made your selections, position the pointer on the 'OK' and click the fire button to move to the team selection screen.

TEAM SELECTION SCREEN

This screen allows you to choose which teams will take part in the match. There are nine different teams built in to the game representing eight of the test-playing countries - England, Australia, West Indies, India, New Zealand, Pakistan, South Africa, and Sri Lanka - and an All Time XI. The default is England as the home team and Australia as the away team. These can be changed by double-clicking the fire button on the desired selection in the teams list.

It is also possible for you to play the match in coloured kits which abound in one day cricket in the modern era. Just move the pointer to the desired colour on the palette and click the fire button. The default colour is the traditional white.

Once you have chosen your team and colour you must select your players from the squad of 20 provided. This can be done by either clicking on each name individually (if you change your mind about a player just click on the name again) or, to save time, let the computer pick the team for you - just click on BEST 11. To confirm these selections click on the ACCEPT button.

You will then be asked to pick your wicket keeper, slip fielder, and opening bowlers. To make these choices double click (push the FIRE Button twice in quick succession) on the player and a beep will confirm your selection. Then, the same process must be undertaken for the away team.

At any time during team selection you can clear all of your selections by clicking on CLEAR. The CANCEL option will return you to the main menu.

Once you have picked the teams, you will be given the option to change the skill level and to practice or start the match. The skill level only applies to ARCADE mode with 1 being the easiest and 9 the toughest. Controlling the batsman or bowler in ARCADE mode requires skill and concentration, so before the game you can practice by clicking on the respective options.

THE MATCH

You will be given the option to call heads or tails at the coin toss. If you win you can decide whether to bat or field first. If you elect to bat first your opening batsman will appear at the crease ready to face the first delivery. If you decide to field, the opening bowlers that you chose on the team selection screen will be ready to bowl.

As the game progresses you should remember that fast bowlers will tire if you bowl them continuously; after 10 overs their bowling will start to deteriorate. Allow them at least 10 overs rest between spells

The scorecard and bowling figures are shown between every over. Press and hold F7 to speed through these screens. If you wish to change a bowler, press the fire button at the prompt on the bowling figures screen.

To declare an innings before ten wickets have fallen hold down the RUN/STOP key and press RESTORE firmly during an over. At the end of the over you will be asked if you wish to declare.

Action replays can be viewed after the fall of a wicket by pushing the fire button at the prompt on the scorecard screen.

ARCADE MODE

CONTROLLING THE BATSMAN

In Arcade mode the batsmen always plays aggressively and the joystick fire button is used to determine the timing of each stroke. If you don't press the fire button at all, then the batsman will offer no stroke. Mistime your stroke and you may give up a simple catch or miss the ball altogether. Time it just right, though, and you may send the ball sailing into the stand for six or speeding towards the boundary for four.

CONTROLLING THE BOWLER

As the bowler waits to begin his run up, push the joystick to the left for an offside delivery or to the right for a legside delivery and push the fire button. The bowler will begin his run up. To gain extra performance from the bowler, move the joystick from side to side. The faster you move the joystick, the more effort he puts into his bowling - an indicator at the top right shows how much. If you don't move the joystick at all the bowler will bowl at well below his best.

To control how far the ball is pitched up to the batsman, press the fire button when you think the bowler should release the ball. If you press too early you may bowl a juicy full toss, too late could produce an inviting long hop.

SIMULATION MODE

CONTROLLING THE BATSMAN

In simulation mode you can control the batsman's tactics - push the joystick forward to make him play aggressively, pull it back for defensive batting. Pressing the fire button with the joystick in a central position will make the batsman play normally.

The computer will confirm acceptance of your instructions with a bleep. Remember that influencing a batsman to play aggressively will score faster but runs the risk of losing wickets at a higher rate. Playing defensively is less likely to lose wickets but scores at a slower rate.

CONTROLLING THE BOWLER

Use the joystick to determine the bowler's tactics: just before he starts his run up move the joystick left for an offside attack or right for a legside attack. As usual a bleep will sound to confirm that the computer has accepted your instructions.

PRACTICE MODE

PRACTICE BATTING

To help you get your timing perfect, a small coloured square appears in the top left hand corner of the screen. The square changes colour from yellow, to red, and finally to blue, indicating when it is too early, just right, and too late to press the fire button. At higher skill levels the indicator is only red for an instant - but at lower levels it stays red much longer. However, because the indicator is not there to help during the actual matches, you should become familiar with the timing by watching the players.

PRACTICE BOWLING

This operates in the manner described in the Arcade control of bowlers.

CREATING YOUR OWN TEAMS

Selecting Use Own Team from the team menu allows you to create your own teams and save them to disk or tape. It also provides you with the option to load any teams that you have created and saved before.

If you choose to enter your own team from the keyboard you must enter at least 11 players for a team. Use the CONTROL and 1 keys or the CONTROL and 2 keys simultaneously to set the skin colour of a team or an individual player. This must be done at the start of the relevant line, the typing will appear in the colour to inform you of your selection.

Enter batting and bowling averages rounded to the nearest run, and type F or S to indicate a fast or slow bowler. You must enter batting and bowling averages for all players, even if they are not all-rounders (enter 99 as the bowling average for a player who rarely bowls).

When you have entered all your players you can save the team to disk or tape to use them again another day.

LOADING TEAMS FROM DISK OR TAPE

Follow the on screen instructions to load a team you have previously saved to disk or tape.