

ONE OR TWO PLAYER
JOYSTICK CONTROLLED
ARCADE SIMULATION
WITH ACTION REPLAY!

ASL 32 CAD

Graham Gooch's
**ALL-STAR
CRICKET**

*Classic
Cricket
Simulator*
NOW WITH
1989
TEAMS

ASL *Audiogenic Software Ltd.*

COMMODORE
64/128

Graham Gooch's All Star Crickets is an accurate simulation of the game of cricket which allows you to stage test matches or one-day matches in your own living room - with the aid of your CBM 128 and joystick.

There are two modes of operation. Simulation mode is like watching a game of cricket - once you've chosen the teams and the game is under way you can just sit back and watch if you like. However, you needn't just be a spectator - whether your team is batting or bowling you can make tactical changes whenever you wish. In arcade mode you must be alert at all times. A careless stroke or a loose over could cost the match.

GETTING STARTED

To load the program place the disk in the drive, then type **LOAD*"**,8 and press **RETURN**. When the flashing cursor returns type **RUN** and press **RETURN** again. Plug your joystick into Port 2 - this joystick controls the home team (usually England) and is used to set up and generally control the game. If two are playing then a second joystick should be plugged into Port 1 to select and control the visiting team (normally Australia).

First of all you must decide whether to play a one day match (one innings per side, limited overs) or a test match (two innings each, unlimited overs). Press the joystick fire button to make your choice.

Next select a one or two player game (in a one player game the computer will control the visiting team), then choose between Simulation and Arcade mode. In Arcade mode there are nine different skill levels ranging from 1 (easy) to 9 (very difficult). Controlling the batsman or bowler in Arcade mode requires skill and concentration, so before the game starts you can practise if you want.

TEAM SELECTION

Teams are chosen from a squad of 20 players using the joystick. There are 9 different teams built into the game - England, Australia, West Indies, India, New Zealand, Pakistan, Sri Lanka, plus a World XI and an All-Time XI. Normally England is the Home team and Australia the Away team, but to choose one of the other squads (or to enter your own teams) select **YES** when the question **DO YOU WANT TO ENTER YOUR OWN PLAYERS** is displayed.

If you choose to enter your own team from the keyboard you must enter at least 11 players - or up to 20 in all if you wish. 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 batsman who does not usually bowl). When you have entered the team you can save it to tape or disk if you wish so that it can be loaded in again another day.

BATTING IN SIMULATION MODE

Use the joystick to determine the batsman's tactics - push it forward to make him play aggressively, pull it back for defensive batting. Press the fire button with the joystick in the central position to make the batsman play normally, that is neither more aggressive or more defensive than usual.

A bleep will sound to confirm that the computer has accepted your instructions. Remember that the batsman can't hit every shot to the boundary (and might well get himself out) if you ask him to play aggressively. Playing defensively the batsman is less likely to get out, but he won't score so many runs.

BOWLING IN SIMULATION MODE

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.

BATTING IN ARCADE MODE

In Arcade mode the batsmen always play 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; miss the ball altogether and you may hear the wicket tumbling behind you. Time it just right, though, and you may send the ball crashing into the stand for a six, or speeding towards the boundary for a four.

BOWLING IN ARCADE MODE

Move the joystick to the left for an offside attack, or right for a legside attack. then press the fire button to confirm your choice. When you release the fire button the bowler will start his run up, and in a one player game you can move the joystick from side to side during the run up to improve his performance. 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 play well below his best.

You can also control when the bowler releases the ball - press the fire button when you think the time is right. Too early and he will bowl a full toss - too late (or not at all), and he may bowl a bouncer.

PRACTICE MODE

You can choose to practise either batting or bowling. After every six balls you can opt to continue practising, change the skill level, or start the game. Only one player can practise at a time, even if you have selected a two player game (use the joystick plugged into Port 2).

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 you during a game, you should learn to get the timing right by watching the players, not the indicator.

OTHER IMPORTANT POINTS

- * fast bowlers will tire if you bowl them continuously; after ten overs their bowling will start to deteriorate, and after 20 consecutive overs they will be well below their best. Allow them at least 10 overs rest between spells.
- * in a two innings match the fielding side can take the new ball after 85 overs have been bowled.
- * to declare an innings before ten wickets have fallen hold down the RUN/STOP key and press RESTORE during an over. At the end of the over you will be asked if you wish to declare.
- * in limited over games the number of overs each player can bowl is limited to one-fifth of the total (i.e. 8 overs in a 40 over game).
- * in a test match the follow-on can be enforced if the side batting first has a lead of 200 runs or more.
- * after the fall of a wicket you can choose to see an action replay.
- * hold down *ESC* to speed through the scorecard displays.
- * when you enter your own teams use *CONTROL-1* or *CONTROL-2* to set the colour of a team, or of an individual player.
- * to stop the cursor bar moving automatically through the menus move the joystick to the left or right. Move the joystick forward or back to make your selection.

Graham Gooch's ALL-STAR CRICKET

England and Essex batting hero, Graham Gooch, presents the ultimate cricket challenge for the Commodore 64 – with All-Star teams from the cream of world cricket, past and present!

You don't have to be into cricket to enjoy Graham Gooch's All-Star Cricket – just plug in your joysticks and go for it Arcade-style! And for the serious cricket fans there's Simulation mode – with the accent on strategy and tactics!

Only Graham Gooch's All-Star Cricket gives you...

- Superbly lifelike graphic animation.
- Choice of Arcade or Simulation modes – each with one or two player options.
- Full Test Match or Limited Over games.
- Practise mode for both batting and bowling.
- Joystick control over bowler's effort, line and length.
- Joystick control over batsman's aggression and timing.
- Nine built-in squads (all the latest 1987 Test sides plus World XI and Alltime XI).
- Enter your own custom teams and save them to tape or disk.
- High quality sound effects and digitised speech.
- Authentic scorecards and bowling figures.
- Action replays and scrolling messages.

So get into Graham Gooch's All-Star Cricket – the cricket game for Computer fans!



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