Contents

Installation

1) Insert the disk into your CD ROM drive.

2) If Autorun is enabled on your PC, then an International Cricket Captain 2002 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 the install program will appear.

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.

5) Choose a destination folder. The default folder location is C:\Program Files\Empire Interactive\International Cricket Captain 2002. Select the type of installation, typical will improve loading times. Select the Program folder, located on the START, PROGRAMS, menu. The game will now install.

6) Click on finish and you will be asked whether or not you wish to install **Direct X 8.1** onto your system. If you already have Direct X 8.1 or greater on your system or you are running Windows XP then you do not need to go through this procedure. If you are unsure, then select Yes and allow the Direct X installation to examine your system.

RUNNING INTERNATIONAL CRICKET CAPTAIN 2002

To start International Cricket Captain 2002:

Select INTERNATIONAL CRICKET CAPTAIN 2001 from the EMPIRE INTERACTIVE program group on your START button, located on the Windows taskbar.

Note: whichever method you choose to run the game, you will need the CD in the drive.

UNINSTALLING INTERNATIONAL CRICKET CAPTAIN 2002

To uninstall International Cricket Captain: Go to the Control Panel in Windows and then select Add/Remove Programs. Select International Cricket Captain 2002 from the menu and then choose Remove and then OK. You can also uninstall by going to the Start menu and selecting Uninstall International Cricket Captain 2002.

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.

DISPLAY

Although the game will run in 256 colours, we strongly recommend you set your display to 16-bit colour if your computer is capable of utilising this mode. To make the change, go to Start/Settings/ControlPanel/Display/Settings.

RUNNING ANIMATED HIGHLIGHTS

If you have a P133 or greater with at least 16 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 2002

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

Overview

International Cricket Captain 2002, 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. Playing in this mode means you forfeit a Hall of Fame score.

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.

2) Network Game.
   See 'Network Game' on pages 21-22 for instructions.

3) Play in an online league.
   See 'Network Game' on pages 21-22 for instructions.

Scenarios:
Choose from six scenarios.

Load Game:
Play a previously saved game.

Options:
Choose visual setup.
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 move on, click on the Continue button and then the Next tab. To return to the Main Menu click on the Information tab when it appears.

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 though 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 2002 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 based on the Wisden rating system.

		M	Inn	NO	Runs	Bat	100's	50's	SR%
	R Eaglezon	2	3	2	91	91.00	-	1	n/a
	R Dravid	107	170	26	8367	58.10	23	47	n/a
	G Hick	382	628	60	31252	55.02	108	118	n/a
	M Bevan	161	269	48	12059	54.57	40	59	n/a
	M Hayden	142	249	26	11886	53.30	38	51	n/a
	D Lehmann	143	245	15	12210	53.09	37	59	n/a
	S Katich	21	39	8	1632	52.64	5	8	n/a
	J Langer	139	248	31	11183	51.53	33	45	n/a
	S Ganguly	97	153	24	6504	50.42	16	39	n/a
	S Law	181	305	32	13367	48.96	41	61	n/a
	M Elliott	91	168	12	7608	48.77	25	32	n/a
	J Crawley	200	327	31	14308	48.34	32	83	n/a
	M Brown	2	3	2	48	48.00	-	-	n/a
	M Ramprakash	270	445	53	17065	46.16	47	90	n/a
	G Thorpe	250	419	61	16111	45.00	35	91	n/a
	R Smith	368	622	83	23600	43.80	56	119	n/a
	A Habib	66	96	17	3445	43.61	9	12	n/a

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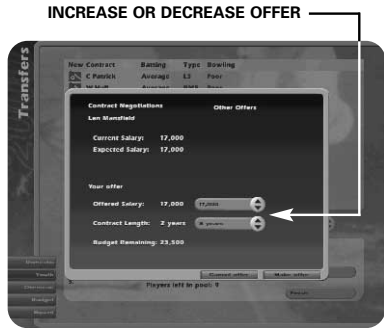
For information on signing non youth players see the chapter on **Contracts and Budgets**.

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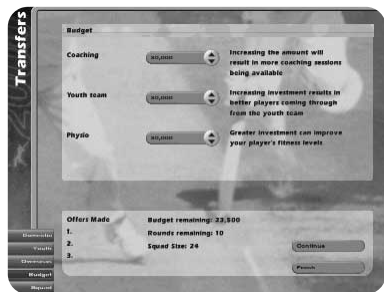
If a player has a **globe symbol** by his name this indicates that he is on international duty and not eligible for selection. You will be notified in the news box when these players become available again.

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.

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.

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 **wicket icon** 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.

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

Very Sunny:	Adversely affects the stamina of fast bowlers.
Sunny:	Slight adverse affect on the stamina of fast bowlers.
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.
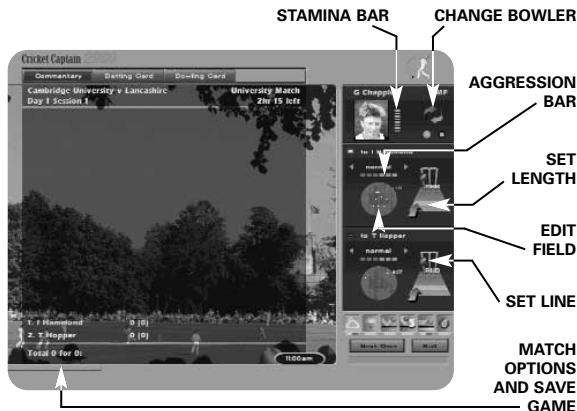
THE MATCH SCREENS

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 green bar on the lower left of the screen to display a pop-menu, and then select Highlights. 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.

STAMINA BAR **CHANGE BOWLER**

AGGRESSION BAR

SET LENGTH

EDIT FIELD

SET LINE

MATCH OPTIONS AND SAVE GAME

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

SAVE GAME

The game is designed to AutoSave, but you can also save during a match by clicking on the green bar and then selecting Save from the pop up menu.

You save and exit between matches from the Main Menu next match screen. Click on the blue 'X' 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.

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** to continue the game.

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 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.
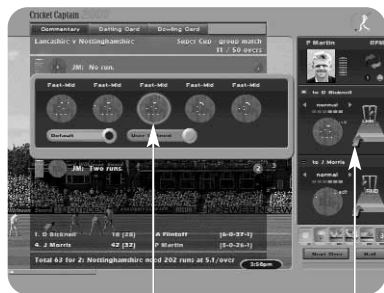
CHOOSE FIELD SETTING

CHOOSE TO GO OVER OR AROUND THE 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.

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.

MOVE FIELDERS

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.

Settled

The bar next to the player's photo has two functions: the green light

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 pop-up menu (the green bar on the lower edge of the screen) and choose 'Player Analysis'. Here you may also choose the Match Analysis screens.

indicates how settled a batsman is, and the yellow 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 contacts 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 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.

Hall of Fame

At the end of each season your performance will be evaluated and translated into a Hall of Fame score, though this will only be entered into the Hall of Fame if the score is higher than any previous score for this game.

If you achieve 100 points, you will be offered the opportunity to manage England.

At the end of every season after the fourth, your Hall of Fame score will be based on your performance over the previous four seasons. In other words, for the first four seasons your score will accumulate, after which it will be averaged out.

To view your score, click on the Hall of Fame button on the Main Menu.

You may only have one high score per game in the Hall of Fame.

When you start a new game then a new high score will be generated.

You will still obtain a Hall of Fame score if you start a new game using the same name as in a previous game.

Chapter 4: Tips

Unlike many games, your computer opponent does not cheat, though International Cricket Captain 2002 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 runs 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 someway 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.

- Although physiotherapy does not affect fitness it is very useful if you have an injury prone star in your side.

- 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 Network Game and logging on to our server. This will automatically update your game with the latest version.
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.

Network Game

REQUIREMENTS

(1 CD per player), Internet Play Requires - 33.6 Kbps modem or faster connection, TCP/IP compliant network and an Internet account.

YOUR TEAM

Before participating in the on-line league, it is recommended that you play the Single Player version to the point where you feel you have built up a good team.

PLAY

Log on to the internet in the usual manner and then load the game as you normally would. Click on the Network option on the opening menu of the game. The first time you play you will be asked for the network code. You will find this on the inner front of the product case. Once you have entered this you will not be asked for it again. You will then be asked for a password of your choosing, which may be stored if you wish.

Before starting the game, the server will check to ensure you have the latest version of the game, and if you haven't it will then update it. Please be sure to view any README files for any late changes to the game.

WARNING: If you give your network code to someone else, you may not be able to play the on-line game in future.

If you need to reinstall International Cricket Captain 2002 for any reason and have already registered your network code, you can enter your current password when asked and the server will recognise your existing details.

CHOOSING A TEAM

You will be shown all the saved games you have stored, choose one of these to play on-line in the current session. You may have up to four participating teams in the online league at any one time. Only saved teams from Full or County and England games played on a Normal skill level are acceptable. Any team listed in grey is not available for play on-line.

You may retire a team by first selecting the team you wish to retire, and clicking on the Retire Team button. WARNING: Once you have retired a team, that team will be permanently retired and may never be used again on-line.

Once you have selected your team you will be asked to name your team. Please note that this will also serve as your on-line handle for that team. If you have more than one team then you may wish to name them Ducks1 Ducks2 etc. Your name must be unique and you will asked to give another name if it isn't.

THE LEAGUE

Up to 10 players may be displayed at any one time. To see players above and below the currently displayed position use the Next and Previous buttons.

SCORING

Each player will start off with 1000 points in each of the three leagues. The scoring system is based on a chess-style formula which takes into account your current position and experience. For the first 16 games, players will risk winning and losing more points until their level is established. Experienced players will risk losing fewer points when playing against a newcomer. This is in order to prevent expert players gaining easy points.

CHAT

Type in messages to other players, issue invites and so forth. To find out if, say, Ducks were on-line, you would type in /Online Ducks. To get help you can type /Help.

CHALLENGING

Please note that you can only challenge players who are no more than 800 points away, so the most convenient way to find an opponent is probably to find your own position on-line and then challenge players within 800 points. To execute the challenge, click on the name of the player you wish to challenge so that it highlights and then select the > key in the lower right hand corner of the screen. Each player will be notified of the number of points they risk for a win/loss/draw.
The player being challenged will now respond. If he/she accepts, then a dialogue box will appear enabling players to negotiate on the type of match they want.

NEGOTIATIONS

The parameters for the match are as follows:-

Match Type:
Friendly (no points at risk) or Ladder.

Match Length:
Choose a 1 day or 4 day game.

Time Reserve:
This is the time you are allowed per match to make your match decisions. Each player is allowed a "free" 5 seconds per turn. In addition to this you may specify extra time using the button provided. This works very much like a chess clock; when your time runs out then play will continue automatically.

Ball by Ball limit:
This is very useful for one-day matches. It enables you to specify the maximum number of overs you would like to play ball-by-ball, though this does not mean that you have to play all the overs denoted in this manner.

Highlights Level:
Set the highlights level as you would do in a solo match, though you now do these separately for batting and bowling.

Player 1 (the challenger) sets the above parameters first and then clicks on the Ready button. If Player 2 (the challenged) is happy with these then he clicks on Ready also. If he wishes to change the match parameters then he goes through changing the settings he doesn't like. When he is finished he then clicks on Ready. This process is repeated until both players are "ready" at which point Player 2 clicks on the Start button and the match commences.

If players are unable to agree on the type of match they want, then either player may click on the Reject button and the challenge will be cancelled.

THE MATCH
The key difference between an on-line match and a solo game match are the time clocks. These appear below the Play Over button. The clock to the left is your clock and the clock to the right will always be your opponent's.

Fielding:
If you are the team in the field then make your changes in the way you would in a solo game. When you have finished click on Play Over or Ball-By -Ball, as the case may be, to transfer the game to the batting team. The time you have taken to make these changes will be deducted from the time clock.

Batting:
You will be able to respond to the bowling and fielding changes before each over. Once

you have decided on your tactics, as you would do in a solo game, click on Play Over. As soon as you do this do this, the time clock will stop and show the amount of time you have left for the match.

Notes:
If one minute elapses without any action being taken, the game will proceed automatically. Time is only deducted from your clock for the time you have taken, irrespective of whether you are batting or bowling.

CHAT
You may send messages to your opponent by typing in the Chat box along the bottom half of the screen. To extend the chat box and view previous messages, click on the Chat tab.

ON-LINE AVERAGES
The batting and bowling averages accumulated in your the on-line game are stored in the saved game and will be updated after every completed match.

DISCONNECTIONS
Because of the size of the saved game files we are unable to store games on-line. Unfortunately this means that matches that are disconnected whilst in progress will be lost. Previously we adopted a code of honesty and did not penalise disconnections. This system has been abused, so now a disconnection will be treated as a lost game and the player who disconnected will be deducted the relevant points. This will mean a genuine disconnection will be counted against you. If you suffer a high number of disconnections (more than 10%) it is recommended you change ISP as not all are best set up for on-line gaming.

A team's number of unfinished matches is listed on the ladder. Teams with what might be considered a high number of unfinished matches, in relation to the number of matches played, should be approached with caution.

PROXY SERVER
If you want to log on through a proxy server you will need to contact your system administrator and ask him to allow access to port 2261.

END GAME
When you have finished the match you will be taken back to the Ladder and your score will be updated.

Credits

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Website addresses:

www.wisden.com

www.cricinfo.com