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Installation

1) Insert the disk into your CD ROM drive

2) If Autorun is enabled on your PC, then an ICC 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 drive, and double-click on **SETUP.EXE**.

3) Press the **Install** button on the installation window. This will start the install procedure. Follow the on-screen instructions.

5) Choose a drive and folder for installation.

6) You must install the game on your hard drive. To do this you should have at least 130 Mb of free hard disk space

7) You will be asked whether or not you wish to install Direct X 5.0 onto your system. If you already have Direct X 5.0 or greater on your system 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. ICC will not run with Direct X 3.

RUNNING INTERNATIONAL CRICKET CAPTAIN

To start ICC:

Select **International Cricket Captain** from the Empire Interactive program group on your start button.

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

UNINSTALLING INTERNATIONAL CRICKET CAPTAIN

To uninstall ICC, go to the Control Panel in Windows and then select **Add/Remove Programs**. Select **International Cricket**

Captain from the menu and then choose **Remove**. You can also uninstall ICC by going to the **Start** menu and selecting **Uninstall International Cricket Captain**.

RUNNING ANIMATED HIGHLIGHTS

If you have a P90 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

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.

Slow/jerky animation in the highlights. If you have an old or slow video card, and/or less than 16Mb of RAM, the highlights are likely to look jerky. If this is a

problem, it may be advisable to install a more powerful video card and/or add more RAM.

If your systems font size is set to anything except Small Fonts the program will alert you and exit, allowing you to change your settings. This is due to a conflict in the interaction between Direct X and Windows MFC.

To change the settings on your desktop, select **Start/Control Panel/Display/Small Fonts**.

UPDATES AND INFORMATION ABOUT INTERNATIONAL CRICKET CAPTAIN

Further information about ICC is available via our website at **empiresport.com**



International Cricket Captain,
is a game in which you have
the chance to both captain
and manage a team.

Overview.



You may choose to captain
any of the 18 county teams
and then earn the right to
lead the national team.
The game will last for 20
seasons, after which your
performance will be
evaluated and entered into
the Hall of Fame.



Chapter 1: Quick Start



Quick Start.

If you can't wait to get started the quickest way to do so is to double click on the **Cricket.exe** icon, which should appear on your desktop, after which the intro of the main game screen will appear. Click on **New Game** and the team selection screen will appear, enter your name and select your team, then click on the **Continue** button in the bottom right hand corner.

Ashes Edition only

*To captain England in the current Ashes series, click on the **Play Ashes** button. For details on how to select a team turn to page 10 of this manual.*

Now you will be on the main menu of the game. To go straight into action, click on the **Continue Button** and then on the **Next Match** button, in the bottom right hand corner of the screen. The team selection screen will now appear - if you wish to make changes to your squad see Chapter 3 of this manual, otherwise click on the **Start Match** button in the bottom right hand corner of the screen.

The **Coin Toss** screen displays pitch and weather conditions, and the teams for the match. Select heads or tails by clicking on the appropriate coin, and then select whether you want to bat or bowl.



Chapter 1 - Quick Start

NOTE: The pitch and weather conditions will affect the run of play. On the match screen, click on **Highlights level** and select level of highlights you wish to view, then click on **OK**. Now click on **Start Over**.

Getting Started

When the first screen after the introduction appears, choose whether to start a **New Game**, **Load** a saved game or **Exit**.

If you chose New Game you will be asked to **Enter Your Name** for the game and **Select Your Team**. Select a county by clicking on one so that it highlights and then click on **Continue**.

Captaining England

To become England Captain, you have to succeed at County level (Ashes Series excepted). However, if you wish to captain England and a County immediately, you may do so by typing in **Alec** as your player name. Be aware, however, that if you choose this option you will not be entitled to a Hall of Fame score.

If you wish to learn more about that county and view the squad, then click on **More Info**. When you have finished, click on **Continue**.

If you choose **Load Game**, a box will pop up showing you the names of the games you have saved (if any). The



saved games will be named according to the name you chose at the start of that game. Click on the name of the game you want to load and that game will appear at the point you last saved.

Chapter 2: Main Menu

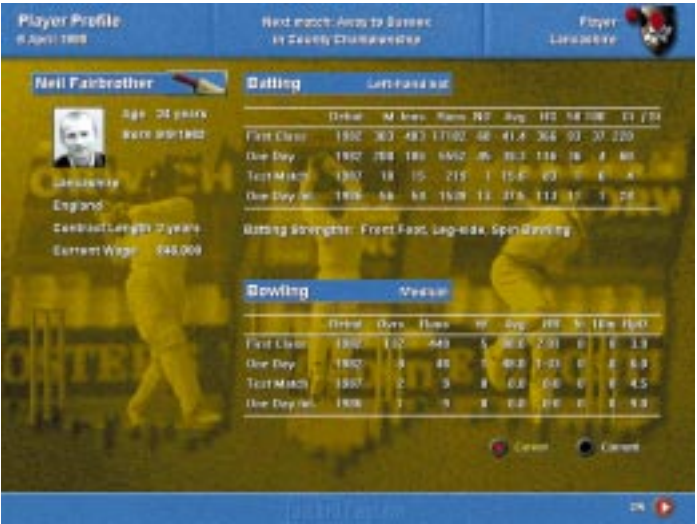
Club Information

This screens displays the history of the club you have chosen to lead. You will also find details of their main county ground and the club’s record in recent competitions.

Clicking on the **Finances** screen will display the club’s finances. These comprise the basic budget followed by the money you may have won in various competitions in the 1997 season. This money is used to bid for out-of-contract and overseas players at the end of each

season. To the right of the screen you will see how much each of your squad

the game will bring up the **Player Profile** screen.



are earning. You may terminate contracts at the end of the season from the **Contracts** screen.

Double clicking on a player’s name at almost any point in

Squad Details

Clicking on this button will display the composition and averages of your current squad. Batsmen are denoted by a bat, bowlers by a ball,



Chapter 2 - Main Menu

all-rounders by bat and ball and wicket-keepers by gloves. Opening batsmen can be recognised by the (o) after their name. The players that are already in the current team will have their names highlighted in blue. You will be able to make changes to the team selection from the **Team**

Selection screen which may be accessed prior to the next match.

For information about batting and bowling averages, please see the **Player Averages** section on the next page.

Coaching

You may allocate coaching

-	-	40	100	☐	☐	☐	☐
2	120.0	40	85	☒	☐	☐	☐
-	-	94	100	☐	☐	☐	☐
173	38.8	40	95	☐	☐	☐	☐
368	36.0	17	97	☐	☐	☐	☐
241	29.7	29	90	☒	☒	☐	☐
318	29.6	57	81	☐	☐	☐	☐
511	26.5	40	95	☐	☒	☐	☐
403	26.1	39	81	☐	☐	☐	☐

eer  **Player Profile** 2 **Sessions remaining**

time to your players from this screen. To do so, click in the **Batting** and **Bowling** columns opposite the name of the player you wish to coach so that a tick appears. In total, you will be able to allocate eight sessions (i.e. 8 ticks) over a period of 10 days. After 10 days (game time) the Coaching screen

will pop up, prompting you to re-set the coaching schedule. You don't have to change this if you don't want to. Also, you may change the schedule at any time by clicking on the **Coaching** button on the Main Menu, though if you do this the effect of coaching will be reduced incrementally.

CLICK HERE TO ALLOCATE A COACHING SESSION



Chapter 2 - Main Menu

Effect: coaching will improve the player’s base ability and also improve his form. If a player is already at peak form, then coaching is a good way of helping maintain this.

Next Match

Clicking on the **Next Match** button will bring up information about your next opponents.

Player Averages

Click on the **Player Averages** button to view batting and bowling averages in all competitions. The default screen is: Batting, First Class, Career,

Players Averages
10 May 1998

Next match: Away to Gloucestershire
in Sunday League

Player
Kent

Name	Team	M	Inns	Runs	NO	Avg	HS	50	100
1 G Hick	Worce	340	569	28593	59	56.0	405	108	96
2 D Lara	Warwick	130	211	11125	6	54.2	501	48	32
3 D Lehmann	Yorks	117	204	10075	12	52.4	255	50	30
4 M Bevan	Sussex	136	230	9940	39	52.0	203	53	31
5 S Willis	Kent	12	16	510	6	51.0	82	5	0
6 M Gatting	Middx	536	836	35470	121	49.6	250	174	92
7 J Langer	Middx	79	138	6052	16	49.6	274	24	17
8 J Crowley	Lancs	156	255	11242	26	49.0	206	70	22
9 T Moody	Worce	258	428	18555	35	47.0	272	84	56
10 S Law	Essex	135	228	9568	23	46.6	179	50	27
11 M Ramprakash	Middx	226	368	14741	48	46.0	235	73	30
12 D Boon	Durham	298	500	28718	44	45.4	227	96	63
13 M Slater	Derbys	97	171	7289	10	45.2	219	42	17
14 G Thorpe	Surrey	217	366	14270	50	45.1	222	83	31
15 M May	Derbys	14	25	943	4	44.9	116	4	3

Batting Stats

Bowling Stats

First Class

One Day County

Test Matches

One Day International

Career

Current

Sort by average

Top 100 positions

Cricket Captain

OK

sorted in order of merit but limited to the top 100. Use the button provided if you wish to view statistics outside the top 100. You can sort these into any order you wish by clicking on the various buttons.

When you start the game the statistics will be accurate as at the start of the 1998 season. As the game progresses the computer will generate statistics which will update the existing statistics.

Fixtures and Results

This screen enables you to view all fixtures and results of all counties in all competitions. Clicking on the buttons will allow you to find the precise information you require.

Auto-Play Match

If you don't want to play the next match because, for example, you consider it inconsequential, then you may select **Auto-Play Match** and have your deputy (ie the computer) play it for you. This is not recommended as the deputy, in this instance, is inexperienced and will not perform as well as you.

Please use this option sparingly, if at all.

Note: The Auto-Play button is only accessible from the Team Selection screen.

When you have finished on the Main Menu, click on **Continue** if you wish to proceed to the Team Selection screen.

Chapter 3: Competitions

Tables

This screen will display the league tables for the Britannia Assurance Championship, the AXA League and the divisional tables for the League Cup and the Wisden World Rankings. The rules for each competition are displayed on the right of each table. This screen will also come up after the conclusion of each match.

Tables

01 September 2000

001 Nottinghamshire

County Championship

County League

Bottom Table

League Cup

Wisden World Rankings

	P	W	L	D	Mat	Run	Wicket
1 Warwickshire	11	16	1	0	15	60	347
2 Gloucestershire	11	13	4	0	16	50	336
3 Derbyshire	11	12	4	1	17	40	295
4 Gloucestershire	11	11	4	0	16	40	272
5 Hampshire	11	10	7	0	17	31	254
6 Lancashire	11	8	7	1	19	31	240
7 Nottinghamshire	11	10	7	0	17	40	240
8 Middlesex	11	8	8	0	16	40	240
9 Northamptonshire	11	8	8	0	17	30	235
10 Lancashire	11	8	8	0	17	30	235
11 Essex	11	7	8	1	17	30	230
12 Yorkshire	11	7	10	0	16	30	234
13 Somerset	11	7	10	0	17	40	191
14 Kent	11	6	10	1	18	30	191
15 Surrey	11	5	11	1	18	40	176
16 Sussex	11	5	12	0	17	30	150
17 Warwickshire	11	4	12	1	18	40	150
18 Worcestershire	11	1	16	0	16	30	130

Match length 8 days 2 innings each

Points System

Win 11pts

| Draw 10pts | Loss 0pts |

Runners

Run 100 to 200 runs

Run 200 to 300 runs

Run 300 to 400 runs

Run 400 to 500 runs

Run 500 to 600 runs

Run 600 to 700 runs

Run 700 to 800 runs

Run 800 to 900 runs

Run 900 to 1000 runs

Run 1000 to 1100 runs

Run 1100 to 1200 runs

Run 1200 to 1300 runs

Run 1300 to 1400 runs

Run 1400 to 1500 runs

Run 1500 to 1600 runs

Run 1600 to 1700 runs

Run 1700 to 1800 runs

Run 1800 to 1900 runs

Run 1900 to 2000 runs

Run 2000 to 2100 runs

Run 2100 to 2200 runs

Run 2200 to 2300 runs

Run 2300 to 2400 runs

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Run 49000 to 49100 runs

Run 49100 to 49200 runs

Run 49200 to 49300 runs

Run 49300 to 49400 runs

Run 49400 to 49500 runs

Run 49500 to 49600 runs

Run 49600 to 49700 runs

Run 49700 to 49800 runs

Run 49800 to 49900 runs

Run 49900 to 50000 runs

Run 50000 to 50100 runs

Run 50100 to 50200 runs

Run 50200 to 50300 runs

Run 50300 to 50400 runs

Run 50400 to 50500 runs

Run 50500 to 50600 runs

Run 50600 to 50700 runs

Run 50700 to 50800 runs

Run 50800 to 50900 runs

Run 50900 to 51000 runs

Run 51000 to 51100 runs

Run 51100 to 51200 runs

Run 51200 to 51300 runs

Run 51300 to 51400 runs

Run 51400 to 51500 runs

Run 51500 to 51600 runs

Run 51600 to 51700 runs

Run 51700 to 51800 runs

Run 51800 to 51900 runs

Run 51900 to 52000 runs

Run 52000 to 52100 runs

Run 52100 to 52200 runs

Run 52200 to 52300 runs

Run 52300 to 52400 runs

Run 52400 to 52500 runs

Run 52500 to 52600 runs

Run 52600 to 52700 runs

Run 52700 to 52800 runs

Run 52800 to 52900 runs

Run 52900 to 53000 runs

Run 53000 to 53100 runs

Run 53100 to 53200 runs

Run 53200 to 53300 runs

Run 53300 to 53400 runs

Run 53400 to 53500 runs

Run 53500 to 53600 runs

Run 53600 to 53700 runs

Run 53700 to 53800 runs

Run 53800 to 53900 runs

Run 53



CLICK ON THESE BUTTONS TO
ALTER THE BATTING ORDER

USE THESE BUTTONS TO
TRANSFER PLAYERS FROM
THE SQUAD TO YOUR TEAM
AND VICE VERSA

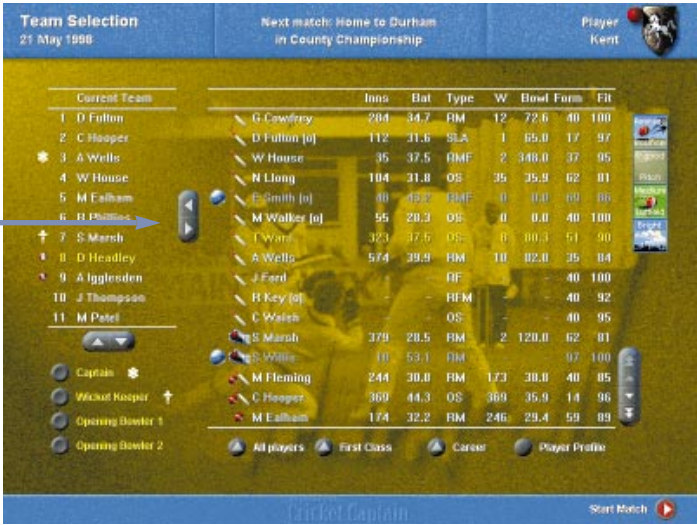
Team Selection

A default team will be provided for you in the left panel under the heading

Current Team.

If you wish to remove a player from that team, click on the player's name so that this is highlighted and then

click on the > button. This will transfer him from the team to the squad. To replace him, click on a player's name in the squad (the players that are already in the current team will have their names highlighted in blue) and click on the < key to transfer him to the team.



Use the scroll bars on the lower right of the screen to display player names which are not immediately visible.

Swap Player

If you wish to exchange one player for another, then use this button . First highlight the name of the player who is currently selected by clicking on him, and then do the same for the player you wish to replace him with. Finally, hit the  button to complete the exchange.

To enable viewing of player types at a glance the following symbols are displayed: Bat, ball, bat and



Chapter 3 - Competitions

ball (all-rounder) and gloves (wicket-keeper).

To edit the batting order of your team, click on a player's name in the Current Team and then click on the up arrow to move him up the batting order, and click on the down arrow to move a player in the opposite direction.

To designate your captain, click on a player's name in the Current Team and then click on the **Captain** button. Use the same routine to

specify your Wicket-Keeper and Opening Bowlers.

To change the type of statistics on view in this screen, click on **First Class**, **Career** or **All**.

Note: when a player has been selected his name will be displayed in blue. Players not selected for the current team will have their names displayed in white.

When you are satisfied with your team, click on **Start Match**.



Chapter 4: The Match

Coin Toss and Conditions
The conditions should affect whether you choose to bat or bowl, assuming you won the toss.

Description of the icons and their effect:

The Ball: Pertains to the bounce. An erratic bounce will favour fast bowlers

The Wicket: A turning wicket will benefit spin bowling.

Outfield: Fast

Weather: Cloudy weather will benefit seam bowling

and, to a lesser extent, fast bowling.

Toss
Click the appropriate coin to choose whether you want to call Heads or Tails. If you choose correctly you will offered the

choice to either bat or bowl. Click on the batting or bowling icon to make your selection.

Click on **Continue** to proceed with the match.

Highlights Level
After you have decided to bat or bowl, you will be taken to the match screen. One of the first things you must decide is what level of

Highlights you wish to see. To do this click on the **Highlights** button. As you will see, the parameters range from None to Ball-by-ball. 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 and dropped and catches, and, of course, wickets falling.

Selecting **None** will mean the match proceeds in text only mode.

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



Chapter 4 - The Match

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 button marked **Change** and then click on the name of the bowler you wish to select. The new bowler will now appear at the top of the batting dialogue.

To commence bowling, assuming you have selected the **Highlights** level, click on **Start Over**. If you have selected any form of highlights, the screen will now revert to an animated



FIG 1

representation of the over, showing only the level 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 triangle

and select **Bowl Ball**. To revert back to Start Over, click on the triangle again and select **Start Over**.

Bowling - Stamina

It is important that you keep an eye on the bowlers' stamina rating. This can be viewed on the stamina bar



FIG 2 TO MOVE A FIELDER, CLICK ON ONE THE FIELDING DOTS, HOLDING DOWN THE MOUSE, AND THEN DRAG IT TO THE DESIRED POSITION, LETTING GO OF THE MOUSE WHEN YOU ARE SATISFIED WITH THE NEW POSITION.

on the bowling screen. If you over-bowl a player, which occurs when a player has no stamina left, then there is a chance he will be injured.

Bowling - Setting a line - (See Fig 1)

To set a line for the bowler, click just to the left of the ball if you wish the bowler to adopt a line outside off-stump. The ball will move accordingly to confirm that this is the line you wish to bowl. Reverse this procedure if the facing batsman is a left-hander. Similarly, if you wish to set a line outside leg stump, click to the right of ball.

Effect of bowling line:
Outside off-stump is considered defensive;
middle and off is considered average;
middle and leg is the most attacking from of bowling.

Bowling - Attacking and Defensive Levels

The more attacking a bowler is the more likely he is to concede runs, but he is also more likely to take wickets.

Bowling - Setting and Editing a Field (See Fig 2)

As soon as you select a line for your bowler and set his Attacking/Defensive level, you will note that the field setting will adjust accordingly. If you wish to edit that setting, then click on **Edit** to bring up an enlarged version of the field setting.

To move a fielder, click and hold down the mouse

Chapter 4 - The Match

button on the number of fielder you wish to move and then drag the number to the new fielding position, letting go of the mouse when you are satisfied.

To retain your new field setting for possible use in the future, click on the Save button and then name your new setting in File Name section of the dialogue box, clicking on **Save** when you have finished. Click on the **Load** button whenever you want to use this new setting.

The panel on the left of the Edit Field screen informs you how many runs the batsman at the crease has

conceded to the current bowler in his current spell. Precisely how these runs have been scored can be seen by clicking on the **Overlay Runs** button and then consulting the run key. When you have finished on this screen, click on **OK** to return to the bowling screen.

Note: In One Day games fielding restrictions apply.

Batting

Click on a notch on the **Defensive/Attacking** bar to determine how quickly you want to score. The more aggressive you are the greater the risk of

conceding your wicket. This especially true if the batsman is not settled.



Lock Batsman

If you wish you can lock a batman's aggression setting against a particular bowler. To do this, click on the aggression setting you

CLICK HERE TO LOCK
BATSMAN'S AGGRESSION



require, making sure that the batsman is about to face an over from the bowler whom you want to lock this against, and then click on the padlock icon (to the right of the aggression bar) so that it closes. This will now lock the batsman's

aggression setting against that particular bowler. To unlock, use the same procedure, except that clicking on the padlock now will unlock it. Once a batsman's aggression is locked in this manner, you may only change the

aggression rating by unlocking it. The default setting is for the aggression setting to be unlocked.

Edit Batting Order

If you wish to change the batting order during a match, click on the **Edit Batting Order** button, highlight the name of the batsman you wish to promote in the order, and then use the scroll bar to move him to the desired position.

To get a more detailed view of how a batsman is scoring, double-click on a batsman's name to bring up the Wheel Chart. Click on

Chapter 4 - The Match

Section Chart button to see how many runs he has scored area-by-area, and click on the **Run Graph** button to see how fast he has scored. To see how fast he has scored against a particular bowler, click on the **V All Bowlers** button and then select a bowler.

The left hand panel will give details of the batsman's strengths as well an analysis of his current innings.

Batting - Following on
If you or your opponents have a first innings deficit of 200 runs or more you may ask, or be invited, to follow on. As there are clear advantages to the team

issuing the invitation, it is recommended you answer **Yes** when prompted.

Breaks

The game will pause for lunch and tea-breaks, close of play and whenever there is a change of innings. This will enable you to view the scores in other matches. To do this, click on the names of the counties you wish to see in the Latest Scores column. Use the scroll bars if you wish to see more results.

To see the scorecard for a previous innings in this match, click on the grey button opposite the innings you wish to see.

New Ball

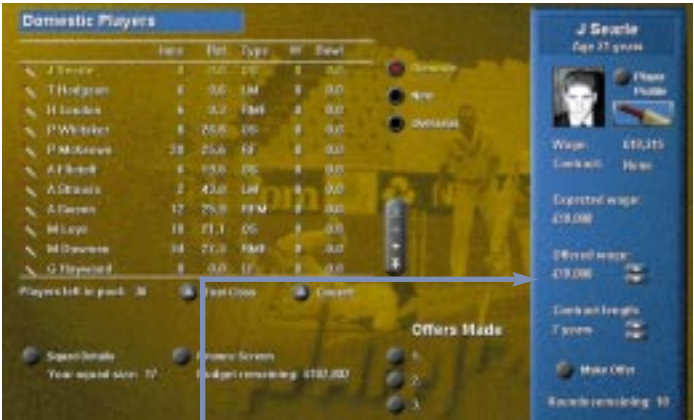
The new ball will be available to the bowling side after 90 overs. Don't forget to ensure that you have a fully fit fast bowlers ready to use it.

Effect: Gives fast bowlers a greater chance of taking a wicket.

Contracts

At the end of each season the contacts of some of your players will have expired. If you wish you may re-negotiate 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





USE THESE BUTTONS TO INCREASE OR DECREASE YOUR OFFER

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 the 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 you a new offer.

If the player accepts your offer, the money you have agreed to pay him will be deducted from your budget (which you may view in the lower left-hand corner of the screen). If you decline to renew a player's contract he will automatically leave the club.

Note: 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. But be aware, another club could sign them at this stage.

Note: you may not re-sign overseas players immediately but, subject to their absence from international duties, you may do so in the next phase of the game.

Terminating contracts

If you wish to terminate a player's contract, click on

Chapter 4 - The Match

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 (re)signing players and terminating contracts, click on the **Continue** button.

**Out-of-Contract
(all clubs)**

You will now have a chance to sign out-of-contract players from other clubs. Choose whether you want to view Domestic, New, or Overseas Player and then used the method described previously described in signing out-of-contract players.

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 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 using 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 a feasible bid.

International Selection
Texaco Trophy and One-Day Internationals

When you are captaining the national side you will be required to first select a squad. For the Texaco Trophy matches, you will be required to select 18 players for the tournament. From these you have to select a team for each of the three matches. You will also be given the opportunity to coach these players prior to the matches.

To select a squad, decide on the player(s) you want and then click on the grey button next to his name so that a tick appears. The selected player's name will then appear in the panel. You do not have to worry about the batting order at this stage.

If you change your mind about a player you have selected, either click on the aforementioned tick, or click on his name in the panel at the bottom of the screen to remove him.

You may sort players by batting and bowling averages which will then appear in order of merit.

CLICK ON THIS BUTTON TO SELECT OR DE-SELECT A PLAYER

THIS PANEL DISPLAYS SELECTED PLAYERS

☐	13 M Atherton	Lancs	252	436	1088	39	42.5	1
☐	14 T Penney	Warwicks	118	186	638	34	42.8	1
☐	15 R Bailey	Northants	321	544	1035	88	41.7	2
Current Squad								
☒	1 Atherton	2 Knight	3 Crawley	4 Thorne	5 Rampersad			
☒	7 Hutchison	8 Cadick	9 Cook	10 Gough	11 Croft			

CLICK AGAIN HERE TO DE-SELECT A PLAYER

CLICK HERE TO SORT PLAYERS BY BATSMAN OR BOWLER

HS	Form	Fit	Batting Stats	Bowling Stats	First Class	One Day County
405	40	97	☒	☒	☒	☒
82	86	100	☒	☒	☒	☒
258	5	89	☒	☒	☒	☒
286	42	99	☒	☒	☒	☒
216	5	92	☒	☒	☒	☒

Chapter 4 - The Match

Test Matches

Selecting a team for a Test Match works in pretty much the same way as for one-day matches, except that you only choose twelve players (unless it is for an overseas tour) and you pick these before each match rather than for the series.

End of Game

The game will end automatically after 20 seasons, at which point you will be transferred the to Hall of Fame. You highest average score over a period of any four seasons will then be entered into the Hall of Fame, assuming it is higher than any previously entered under your name.

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.

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

Chapter 4 - The Match

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; this will update any previous score automatically providing the score is greater.

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.

To post your high score to the Cornhill Insurance website, click on **Post to the Internet** and follow the on-screen instructions.

Technical Support

If you experience any technical problems with this product then please seek advice from our technical support staff at the following contact points:

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London N12 0DA

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(9.30am - 6.00pm)

Fax: 0181 343 7447

Email:
support@empire.co.uk

Please check our websites for patches and information about the game.

www.empiresport.com

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.



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