

The Laws



Cricket-based game that's fun; you can play anywhere with anyone!

ROLL & PLAY CRICKET

Laws of Roll & Play Cricket

FOR: 2 Players

OBJECT: To be the player with the most points at the end of the game.

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Game Instructions

Player Cards

Pitch Cards

Chance Cards

2 Dice

Scorecard

Coin (optional, not included)

Marker

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1. Setup

Decide if this will be a game of 20 or 50 overs (20 for a shorter game, 50 for a longer game). Shuffle the Player Deck, Pitch Deck and Chance Cards separately. Each player is dealt 11 cards from the Player Deck. Both players hold their cards so the other cannot see them.

2. Playing

The game starts with a coin toss. If a coin is not available then players may use a die in which the higher roll wins. The winner gets to decide if they will bat or bowl first. Assume the pitch conditions are normal to start.

Once the positions are decided, each player rolls a die to see who gets to play a card first. If both players roll the same number then the play is decided by the number on the dice (see 3.1). The player with the highest roll draws a card from the Pitch Deck and places it face up. That player then plays one card from his or her Player Deck hand and places it face up next to the Pitch Card. Note: Only the player who gets the high roll gets to lay down a Pitch Card. Next, the other player plays a card from their hand.

The Batter then rolls both dice. If the batter rolls double ones, the play is considered an out and that over is complete. If the Batter rolls doubles of any number other than one, he or she draws a chance card.

Finally, add or subtract the total number of the three cards (Batter, Bowler, and Pitch) along with any Chance Cards drawn to the dice roll (See 3.2). Negative numbers should be subtracted and positive numbers should be added. For example, lets say the Batter Card is a 5, the Pitch Card is a -1, and the Bowler Card is -3; then $5 - 1 - 3 = 1$ for the card total. The card total in this case a 1 would then be added to the combined dice total in this case a 3 and 4 equals 7. Then the Batter would take $1(\text{Card total}) + 7(\text{dice total}) = 8$. Eight would then be the run total for that over unless there was a Chance Card drawn. In that case the Chance Card would then be added or subtracted from the total.

If the total run number is a 0 or a negative number, the Batter is considered out.

The play then starts over with each player rolling to see who gets to play first. After 10 overs the Player Cards are re-shuffled and 11 new cards are dealt. This means each player will have one card extra card that will be discarded.

The game play continues until the Batter has reached either 10 outs or the decided upon 20 or 50 overs. Once either of those are reached the first inning is considered over and the Batter and Bowler switch positions.

3. Rules

- 3.1 If both players roll the same number then the play is decided based on the roll by the following: a roll of 1, 2 or 3 is considered an out for the batter. If the number is a 4, 5, or 6, then the Batter gets +1 added to his or her run total for that over.
- 3.2 All Chance Cards that are drawn need to be used for that over. Chance Cards trump all other plays. For example, if, the total score of the dice and cards added are negative and a Chance Card was drawn for +1, then the player will receive +1 for that over.

4. Winning

After both innings are played to completion, the points from each player are then totaled and the player with the highest score wins.

5. Definitions

Player Cards

Represents both the Batter and Bowler. Each card contains a number ranging from -6 to +6. Negative numbers are in red and positive cards are in black.

Pitch Cards

Represents the condition of the pitch. Cards range from -3 to +3. Positive cards mean good pitch conditions while negative cards reflect a poor or bad pitch condition.

Chance Cards

These cards are drawn when doubles are thrown and are played immediately unless otherwise noted on the card. They can affect any aspect of the game from adding or subtracting points or outs to re-dealing of the cards. These cards can have either a positive or negative effect on either the Batter or Bowler.

6. Strategy

- When Player Cards are dealt organize your cards into two separate groups of red (negative) and black (positive) in your hand. The winner the coin toss (or dice roll) should evaluate which set of cards he or she has more of. If a player has more black or positive cards, then they may want to consider batting first. If a player has more reds or negative cards, bowling may be the best option.
- Losing the opportunity to play first is not always a bad thing. It can be very helpful to know what the other player is playing; it makes it easier to counter their card.
- You want to keep your opponent guessing. Don't always play your high cards first. Let the other player think you have played all your best cards until you know he or she has played theirs.

6. Variation

In addition to the 11 Player cards, start each player with either 3(20 innings), or 5(50 innings) Chance Cards. These Chance Cards can be used at anytime during the game but only on the player's turn for that over. Only one card can be played per player per over however both the Batter and Bowler can play a card in the same inning. If cards can cancel out each other, then the player who played first trumps the other. Once you use the 3 or 5 Chance Cards, you cannot draw additional cards unless a Batter rolls a double. All other game play remains the same including Chance cards gained throughout the game. Any Chance Cards gained by rolling doubles are to be played immediately unless noted specifically on the card. If there are any unused Chance Cards at the end of they should be discarded.



Credits:

Steven Davis - Researcher, Playtester

Julie Meyers - Team Lead, Concept Design

Ryan Nowak - Art Design, Concept Design

Aaron Stensgard - Art Design, Playtester



ZERO

0

ZERO

ONE

1

ONE

TWO

2

TWO

THREE

3

THREE

FOUR

4

FOUR

FIVE

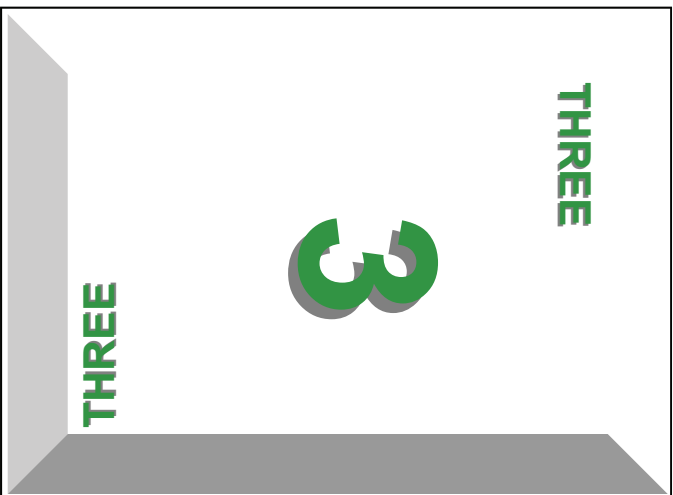
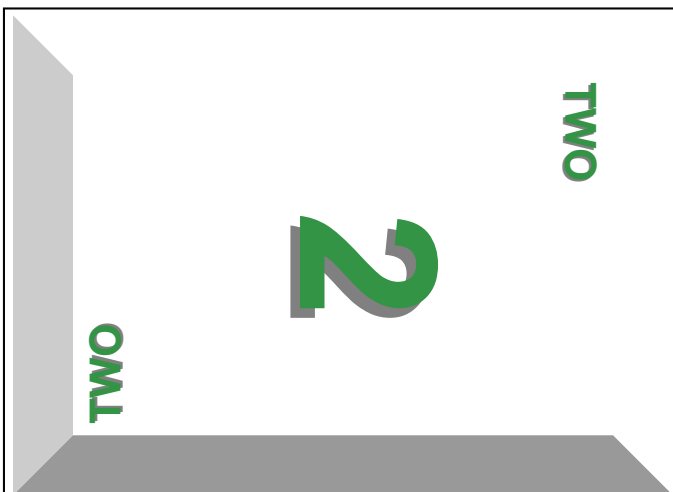
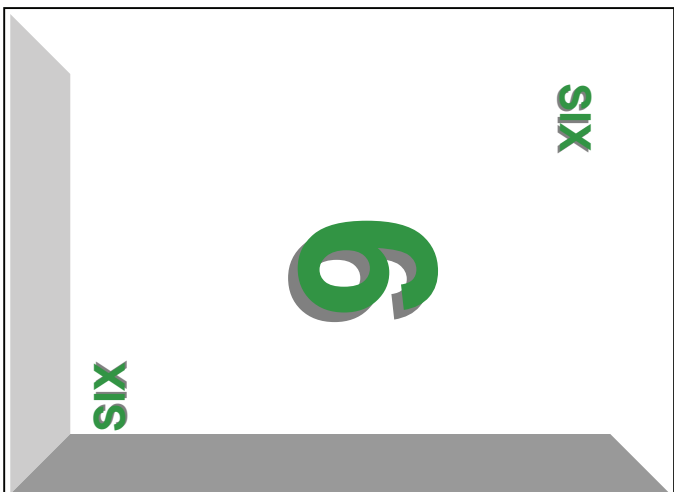
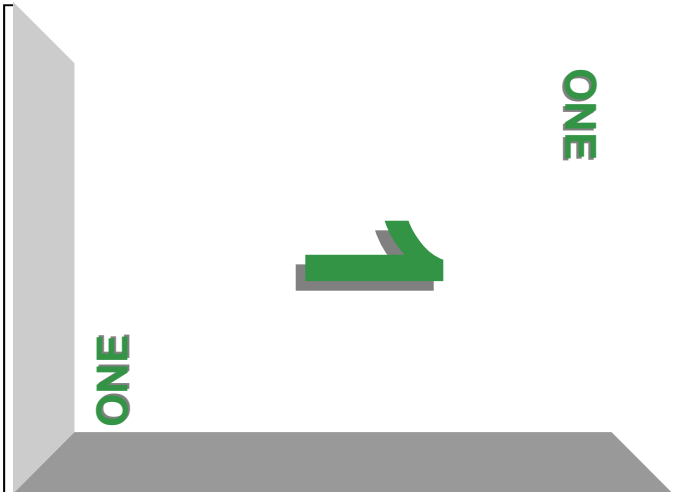
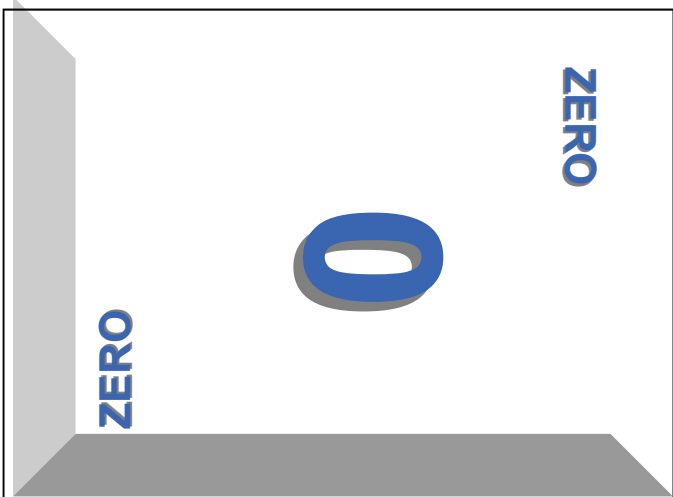
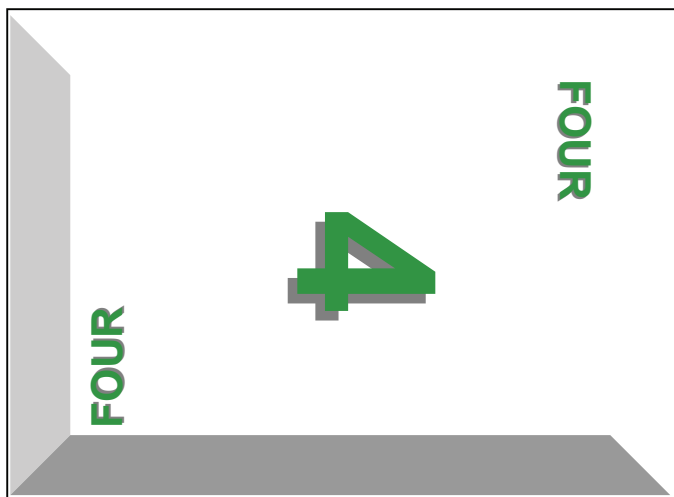
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FIVE

SIX

6

SIX



ZERO

0

ZERO

ONE

1

ONE

TWO

2

TWO

THREE

3

THREE

FOUR

4

FOUR

FIVE

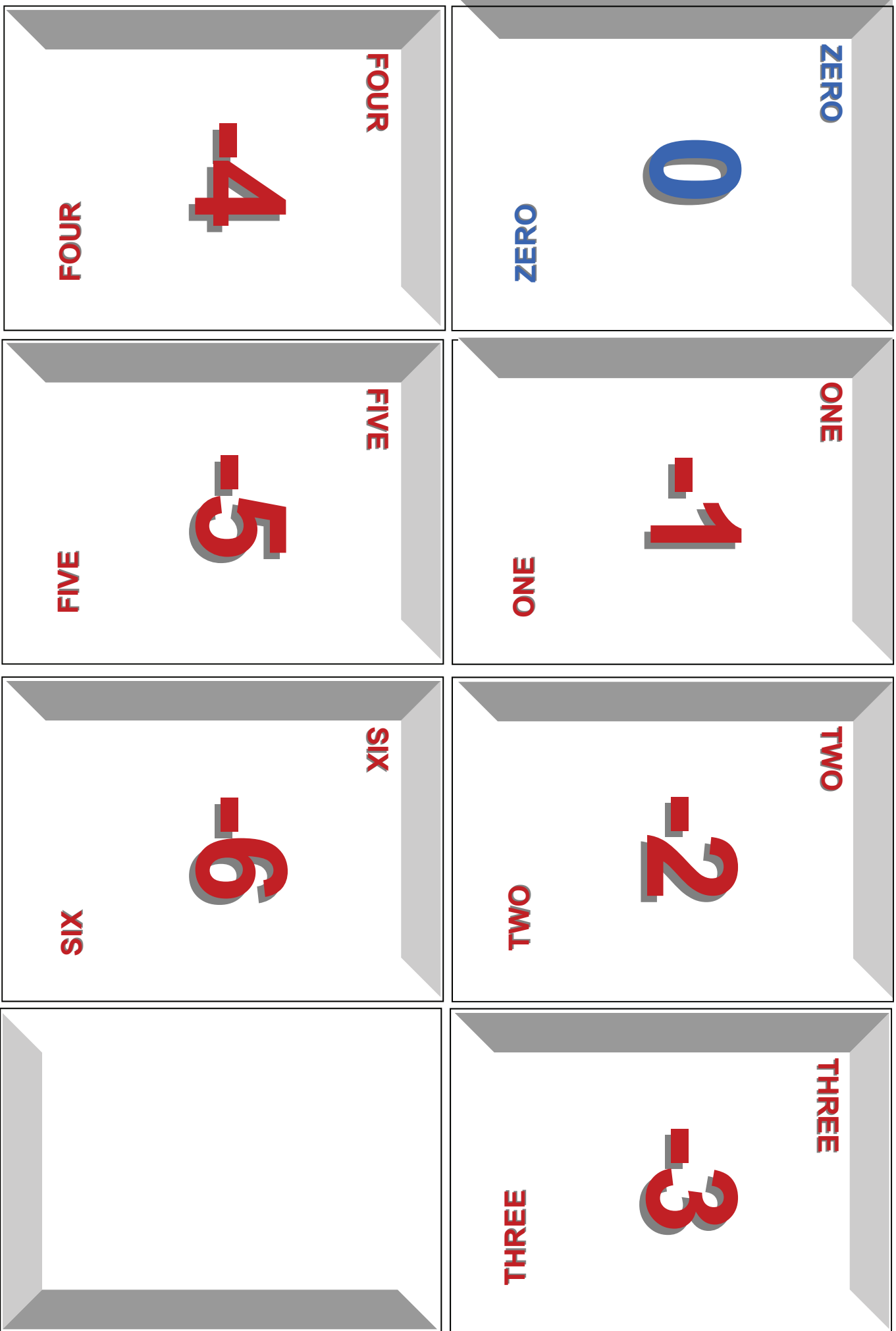
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FIVE

SIX

6

SIX





Condition

0

Condition

-3

Condition

-2

Condition

-1

Condition

0

Condition

0

Condition

-3

Condition

-2

Condition

-1

Condition

0

Condition

1

Condition

-3

Condition

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Condition

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3

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Condition

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Condition

-3

Condition

-2

Condition

-1

Condition

-1

Condition

0

Condition

0

Condition

3

Condition

2

Condition

1



The Bowler has a lucky streak

-3 Runs

Batter is hit in the arm with the ball

Re-roll the batter's run dice

Umpire rules batman's bat has been altered roll the die to determine the penalty outs

Roll 1-2 = +2, 3-4 = +3, 5-6 = +4

Shuffle and re-deal the Player Cards

The Bowler steps over the line

Re-roll the Batter's run dice

Wicketkeeper drops the ball

+1 Run

The Bowler finds a soft patch of dirt

-3 Runs

The ball makes it past the fielders

+3 Runs

The Batter gets to lay down a field card and play first

Wicketkeeper catches the ball, 1 out for the batting team

Re-roll the Batter's dice

**This card can be used at a
later time**

The Batter misses the ball

-1 Run

**Bowler gets to lay down a Pitch
Card and play first**

Batsman awarded a leg bye

+1 Run

**It's the Bowler's best game of
the year**

**Roll one die and subtract it from
the run score**

Fielder drops the ball

+2 Runs

Ball gets thrown past the wicket

+1 Run

**Batter puts his leg before the
wicket**

Re-roll the Batter's run roll

Re-roll Batter dice

**This card can be used at a
later time**

**Umpire accuses the bowling
team of altering the ball. Roll a
die to determine penalty runs.**

Roll 1-2 = +1, 3-4 = +2, 5-6 = +3

Bowler is having a good day

-2 Runs

Batter keeps his eye on the ball

+2 Runs

It's the Batter's best game of the year

Roll one die and add it to the run score

Ball nicked the batsman's bat and the wicketkeeper catches it before it bounces

+1 Out

Batter hits the ball too soft

-3 Runs

The Batter is having a good day

+2 Runs

The Batter hits the ball out of the stadium

+6 Runs

The ball is thrown and knocks off the wicket

+1 Out

Oops, the Batter knocks odd his own wicket counting as an out for the batting team

Draw an extra player card

**The Batter is having a bad day
-4 Runs**

**The Batter hits the ball to an
unmanned area of the field
+2 Runs**

**Shuffle the Player Cards and
re-deal**

Re-roll the run dice

**Draw another Chance Card to
be played later**

**Get rid of any un-played
Chance Cards for both the
Batter and Bowler**

+2 Outs

+ 2 Runs

**Batter and Bowler switch all
Player cards**

**Switch the value of both the
Bowler and Batter Cards.
Positives will become
negative and negatives will
turn positive**

SIDE 1 OVERS

1	26
2	27
3	28
4	29
5	30
6	31
7	32
8	33
9	34
10	35
11	36
12	37
13	38
14	39
15	40
16	41
17	42
18	43
19	44
20	45
21	46
22	47
23	48
24	49
25	50

VS



SIDE 2 OVERS

1	26
2	27
3	28
4	29
5	30
6	31
7	32
8	33
9	34
10	35
11	36
12	37
13	38
14	39
15	40
16	41
17	42
18	43
19	44
20	45
21	46
22	47
23	48
24	49
25	50

TEAM 1

TEAM 2

TOTALS

TEAM 1

TEAM 2