

*Rules*

CRICKETER

&

*Instructions*

# Contents



Introduction:.....	3
Objective:.....	3
Player Roles:.....	3
How to Play Cricketer:.....	4
Player Cards:.....	6
Style Cards:.....	7
Bowler & Batsmen Run Cards:.....	8
Ties:.....	9
Overs:.....	9
Outs:.....	9
No Ball:.....	9
Acknowledgements:.....	10

# Intro - Player Rolls



Do you have an hour?  
Do you like Cricket?  
Then this is the game for you.  
**Cricketer is a Cricket card game of  
chance and skill.**

**Materials:** 2 Score Sheets - 17 Australia player cards - 17 India player cards - 8 Batting Style Cards - 7 Bowling Style Cards - 1 Batsmen Run Card - 1 Bowler Card - Rules & Instructions.

**What You Need:** 3 ten sided Dice - A Pen or Pencil - A Coin \*for the toss\*

**Number of Players:** This game requires 2 players

**Objective:** The team with the highest score wins the game.

## Player Roles:

### Batsmen

The goal of being a Batsmen is to stop the Bowler from hitting the Wicket. This is done by deflecting the ball with the bat; this is also how you score runs. The Batsmen will change positions from play if the score of runs is an odd number. Once the Batsmen that is face up is out, the one face down takes his place. This event does not take place when no ball is rolled.

### Bowler

The goal of being a Bowler is to hit the Batsmen's Wicket, and get him out. Also to prevent him from getting runs. The bowler changes every 10 overs, be sure to change your current bowler out with a new bowler after 10 overs.

3

# How to Play

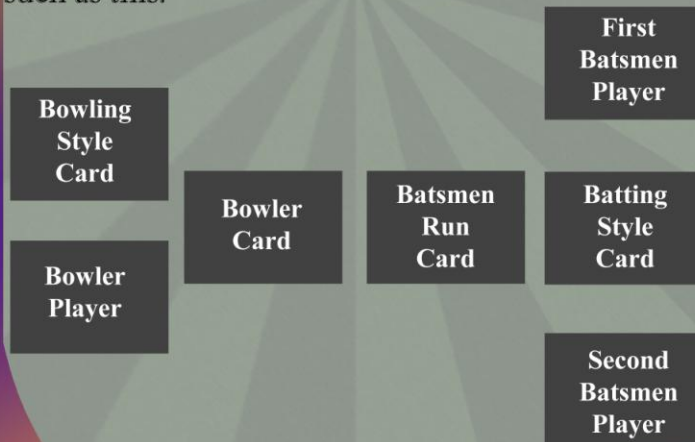


The game Starts with a coin toss, whoever wins the toss, chooses whether they want to bat or bowl and which team they want to be, Australia or India. If your the bowler take 1 ten sided die, if your the batter take 2 ten sided dice.

First thing you need to do after selecting your team is to pick 12 players to form your playing team.

NOTE: Make sure you get a god mixture of batters and bowlers because the players your choose now is your team throughout the entire game.

Next the bowling team will then select a bowler to play and the batting team will select two batmen to be on the feild. Each player will also select a style card to use. Place your card in an organized way such as this:





# How to Play



Now the bowler is going to roll the 10 sided die, the batter will follow by rolling theirs. \*Only one die at this point\*

Each player will then find what number they rolled on their Style Card. There should be bonus skill points in the same line as your roll number. Take that number and add it to your skill number from your players card. Whoever got the highest number wins the roll. If the batter were to win, the batter would then refer to the Batsmen Run Card. The batter will now roll both 10 sided dice to determine how many runs are scored. The number that's added on both dice will be the number you look for on the Batmen Run Card, whatever is on that same line is the runs you scored. Now if the bowler were to win, the bowler would refer to the Bowler Card. The bowler the rolls the 10 sided die, finds the number on the card that corresponds to the number on the card, and on the same line it will tell you if the bater scores, you hit the wicket etc. Keep repeating, this page, until your done with all 50 overs. NOTE: Be sure to switch out your bowler for a new one every 10 overs.

After all 50 overs have been played the two teams will switch sides, the batsmen will become the bowler and the bowler will become the batsmen.

Then play the second 50 overs as you did the first time, just on different sides. After compleating the game total up your points; the team with the highest score WINS!!!

# Player Cards



Player Cards are your players in the team.  
At the beginning of the game you will select 12  
of the 17 player card for your team. Here is a  
diagram to help you understand your player card:



# Style Cards



Style Cards determine what kind of bowl or hit your player will use. Your player will either have a bad, good, or best hit/bowl.  
NOTE: You can only use a style card for up to 5 bat/bowls. You then must wait 5 more bats/bowls to use that style card again.

What kind of style it is

What style  
the card is.  
(Batting or  
Bowling)



Your Die  
Roll.

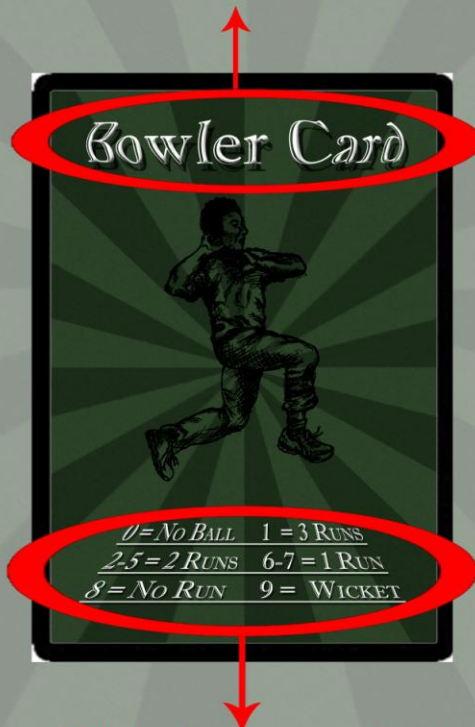
Your added  
skil bonus.

# Bowler & Batsmen Run Cards



The Bowler Card and Batsmen Style Cards are used after a player wins the roll-off to stt how many runs are scored or what will happen. If it's a bolwer they will only roll 1 die, but if its a batter they will roll 2 dice.

Tell you what kind of card it is.  
(A Bowler Card or A Batsmen Run Card)



This is what corraspond with your roll.  
Find what number that's on your di(c)e,  
then match it up to what you got.



# Ties - No Ball



## **Ties:**

In the event of a tie, both players will roll 1 die, whoever get the highest roll wins, and then rolls again to compare to their card to see if they can score or get out. (If they get out, re-roll for another tie breaker.)

## **Overs:**

There are 50 over per round and there are 2 rounds; a total of 100 overs. After every 10 overs the bowler must switch out their current bowler for a new one. After the first round of 50 overs the 2 players wil switch (bowler to batter and vise virsa) After all 100 overs have been compleat, each play will total up their scores, The one with the highest score wins the game.

## **Outs:**

When an out or wicket is achieved, the batsman rolls to see how many runs they get. \*If the bowler hits the wicket, the bater who was batting at the time must be replaced with a new one.\*

## **No Ball:**

When a no ball is achieved, the batsmen team adds one point to the number of runs they get during this play, the bowl is then redone, and the 2 scores are then added together.

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