

## **This guide will be split into 3 parts**

Understanding of cricket

Game controls

Tips to the run.

### **Understanding of cricket**

An understanding of cricket isn't that necessary for the run but it can help.

For more details Read <https://en.wikipedia.org/wiki/Cricket>

Cricket is a game where two teams bat and bowl (alternating) to earn as much runs as possible while restricting the other team.

### **Game Controls**

Batting controls:

D-pad: move

X- Block

B- Hit straight

A- Hit to the right

Y- Hit to the left

L/R: Lob

R/L (will confirm which later) {Power}

L+R: Lob AND Power

Start: pause

Select: Bring up menu

Bowling controls

D-pad: move placement of bowl

X- Slow bowl

B- bowl straight

A- bowl with turn to the right

Y- bowl with turn to the left

L/R: Slow ball

R/L (will confirm which later) Fast ball

L+R: Ultra fast ball

Fielding controls

D-pad: move placement of bowl

X- throw Keeper end

B- Throw bowler end

A-dive/take bails  
Y- bowl with turn to the left  
L/R: Slow ball  
R/L (will confirm which later) Fast ball  
L+R: Ultra fast ball

Running  
Up/Down. Move striker Up/Down pitch.  
X/ Runner going up Dives  
B/Runner going down dives.

(running controls not too important but diving good for quick singles in high score attempts)

Batting in this game is based on the position of the body to the ball.  
If your on top of it hitting to the left/right will give a bit of a straight shot. If you look to cut it depending on timing it will go in the direction of early (forward) or late (behind the wicket)

### **Speed Run Tips**

You might need an understanding of cricket to comprehend this section, but its not neccesary, it just helps the understanding and is a translation of english to properly understand whats happening

#### **1st steps**

This steps is to get a run requirie a few things.

- 1) Reduce your oppoent to as little a score as possible,
- 2) Get them out as quickly as possible

In all runs, we bowl first. We want to lose the toss to save a few seconds as AI always bats (to my knowledge), but winning the toss lets you choose wether to bowl or bat first. We want to bowl first, because chasing a low target means we can bat as fast as possible, rather than setting a target and hoping we can bowl them out before setting that target.

In limited overs runs, you can chose how many overs to bowl.  
10 overs for if you wanna keep as minimum score as possible  
50 overs if your working on your spin game a bit and need a bit more than 24 balls.

(these restrictions dont matter for test as two bowlers/Spinners) can bowl ad infinitum

The current WR route(s) are as follows

Grab any team,  
Bowl 2 spinners  
Use Spinner, LBW trick to get wickets.  
Do it all within 12 or so balls (12 balls ODI)

Hit boundary with a leg glance

### LBW Bowling Trick

This trick works against right handers ~85% of the time, left handers you can do it round but the timings a bit different. Timing is different for each bowler as well

So, Bowling around the wicket (on the right hand side, to get to it select menu, change approach then change to bowling around). With spinners, you want to bowl a super slow delivery (x + L/R Future fank can you fill in the details). You want to position the bowling marker so it sits slightly under his bum or slightly to the left to leg stump (right stump for a right hander). Due to how the AI always plays a certain shot, the AI plays a shot that whiffs most of the time, and the umpire gives it out LBW. Missing to the right MIGHT put you out of line for the stumps, especially if the batsmen marches down the wicket and whiffs.

### Hat tricks

So every 3 wickets in a row, is a hatrick for the bowler. And a little animation comes up. This animation wastes 4 secons. (a ball lasts about 7-10 seconds) we find that you want to bowl overs at either 3-x-2 or 2-x 3 for optimum performance, 12 balls and 2 hatricks. If you do get the 10, its 10 balls, and 6 hat tricks, and for 11, you can get 4 hatricks off 11 balls, but can also get 5. I havent done the exact timing but a ball ~2 hatrick animations

### Fanks Route

I play new zealand, normally batting against australia or pakistan.

Normally you wanna face those two teams cause there are less left handers to face. Every other team has 3 left handers in their starting 11, while australia and pakistan only have 2 (2,5 and 1,5 respectively). New zealand is a decent option running against since their left handers are 1,3,4). You need to select a specific team, as you want your spinners to be your two best bowlers so you dont have to switch bowlers. Each team (except one I think???) has a setup that Allows them to get the two spinners to bowl first.

For new zealand, you want lacey and johns bowling, and you cant have any of the other pace bowlers bowling.

### Difference between test/ODI

Not too many differences

Test- Bat twice.

ODI- Bat once

Test- Bat infiite overs till all out

ODI- each bowler can use a 5th of overs tops.

The ODI limitation determines wether you want to play for If your good at the LBW exploit, go for 10 overs, if you can sort of do it, give yourself more balls, if you cant do it within 10 overs, just focus on reducing score and bowling to the offside.

Bowling to the field:

One of the most common philosophies in cricket is bowling to the field, If you find yourself struggling with the spinner lbw trick, you can try to get wickets a different way. Aggressive fields are the best because they have all the fielders in close position.

#### Appeals

You cant get wickets LBW if you dont appeal, so if you think you have him, press the Y button. Watch that you dont spam it though. If its not out, the scene wont transition until you stop appealing. Same if it goes of the bat for a catch or gets clean bowled, you wont transition to the wicket until the appeal stops. So you can lose a few wickets there.

Other links

When I get round (have some free time) I'll get into stats and stuff

Team Setups:

Fielding setups: