

A graphic featuring a cricket bat and a cricket ball. The bat is light brown and positioned diagonally across the frame. The ball is red with three horizontal gold stripes. Both are set against a circular background with concentric white and grey rings, all on a grey gradient background.

Wicked Cricket

GAME RULES

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PLAYERS

Wicked Cricket is a two-player game that simulates 50 over International Cricket. Each player captains a side of 11 cricketers (England or Australia) and competes in a match.

OBJECTIVE

To be the player with the highest runs at the end of the 50 overs International Cricket Match.

GAME COMPONENTS

- 2 decks of cricketer cards (England and Australia: 18 cards per side)
- 2 pair of 6-sided dice, one pair for each player
- 5 fielding cards
- 5 pitch condition cards
- 10 bowler fatigue counters
- 1 active bowler marker
- 1 field display
- 1 booklet of score cards

THE GAME RULES

Getting Started

1) Players choose a deck of cricketer cards. Select 11 cards for the lineup. Discard the remaining for the whole match.

2) Places the **Field Display** face up between the two players.

3) Shuffle the **Pitch Condition** cards and places them face down. Flip the top card and place it on the Field Display. Discard the remaining.

4) Each player rolls one 6-sided die. The player with highest roll chooses to be batter or bowler first. If it's a tie, re-roll.

Hint: Use the Pitch Condition card to help you decide.

5) Batter and Bowler select two cricketers from the lineup and place them on the Field Display. The North Bowler bowls first to the South Batter.

Hint: Use the best Batters and Bowlers first.

6) Put the **Active Bowler Marker** on the Field Display between the North Bowler and South Batter. Rotate the marker between the two bowlers for all 50 overs.

7) Bowler keeps all 10 **Fatigue Counters** for future use.

Playing The Match

A match consists of 50 overs per side. In Wicked Cricket, one "over" is represented by a single bowler/batter confrontation.

PLAYING AN OVER

8) Bowler chooses a **Fielding Defense** card and places it on the Field Display.

9) Bowler rolls dice and locates the **Bowling Input Number** on the **Bowling Chart** by crossing the **Die Numbers**.

10) Batter does the same for the **Batting Input Number** by using the **Batting Chart**.

11) Add the Bowling and Batting Input numbers to get **Combined Input Number**.

12) Bowler chooses the lower die and re-rolls it. Add the two dice to determine the **Pitch Condition Roll**. Consult the Pitch Condition card and use the column from the current over and the Pitch Condition Roll to determine the **Bowling Modifier**.

13) Add the Bowling Modifier to the Combined Input Number to get the **Zone Number**. Zone Numbers range from 1 to 24.

14) Batter uses the Zone Number to determine the **Potential Runs** on the active batting card.

DETERMINING RUNS FOR AN OVER

15) Bowler uses the Zone Number to consult the Fielding Defense card on the Field Display.

- The Zone without a dot = Empty = Batter gets all potential runs.
- The Zone with a dot = Batter rolls 2 dice and consults the **Zone Tables** for the outcome.
 - R --> Runs
 - W --> Out by Wicket.
 - X --> Out by caught ball.

The Roll/Out column indicates that the outcome of the over is an out. A batter can score runs before getting put out by a wicket.

The Roll/Max Run column indicates that the batter is limited to the indicated number of runs for the over, regardless of the batter's Potential Runs.

If dice roll is other than indicated on the Zone Tables on the respective Zone row, the Batter's Potential Runs becomes the **Actual Runs**.

ENDING AN OVER

16) Batter records the Actual Runs number on the **Scorecard**. If the Batter is out by a wicket or a caught ball, check off one of the 'Out' boxes.

- If the recorded run number is odd, the batting cricketer moves to the opposite batting position and bats for the next over.
- If the recorded run number is even, the batting cricketer stays on the same position and the opposite cricketer bats for the next over.
- If the Batter is out, discard the batting cricketer and draw the next batter from the lineup.

17) Bowler places a Fatigue Counter on the bowling cricketer card. After the card has five Fatigue Counters, remove it from play for at least three overs. After three overs, the bowling cricketer may re-enter with zero Fatigue Counters.

18) Move the Active Bowler Marker in front of the opposite bowler card.

Ending An Inning

- If Bowler gets 10 of 11 batting cricketers out, then the sides switch roles.
- If Batter completes 50 overs then the sides switch roles.
- If Batter decides that s/he have enough runs, then the sides switch roles.

Ending The Match

The match ends when any of these conditions are met.

- The second side to bat surpasses the opposing side's score, in which case s/he wins the match.
- The second side to bat has 10 of 11 batting cricketers out before surpassing the opposing side's score, in which case the opposing side wins the match.
- The second side to bat completes 50 overs without equaling or exceeding the opposing side's score, in which case the opposing side wins the match.

Enjoy the game!