

Pocket Cricket



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Hello, my name is Wicket and I'm here to teach you everything you need to know about the tactical and fast paced card game "Pocket Cricket".

"Pocket Cricket" is a smaller simpler version of the fantastic sport of Cricket. Cricket is a sport that has been played around the world for more than eight centuries. In fact, there is written evidence of Prince Edward playing cricket in 14th century England. It wasn't until the 17th century, however, that cricket became a professional sport played in competition, and not until a hundred years later that it became known around the world.

Cricket is played by two teams of eleven players each, which take turns to bowl a hard-leather ball. At first view, cricket looks somehow similar to baseball, with players batting a ball and trying to score as many runs as possible. The differences, however, are many. For starters, cricket is played with a flat bat, rather than a rounded one, and players do not run on a square to score a point, but instead run forward in an effort to reach the opposite end of the pitch. If the ball is hit hard enough to go far, a player may keep running back and forth between the opposite ends, scoring one point every time they complete the full distance.

(Each player should have...)

- 1 Score Deck
- 1 Score Sheet
- 1 Rating Grid
- 1 Team (Player Deck)
- 1 Bowler "Chance!" Deck
- 1 Batter "Chance!" Deck
- 20# or more Black Fatigue Counters
- 15# or more White Comfort ability Counters

Deck Configuration-

(Since this is a starter set, all decks in the package are pre-made to follow these guidelines and allow for your quick and easy introduction into the world of Pocket Cricket.)

Scoring Deck- Cards that help you generate your score throughout the game.

- The Scoring Deck is made up of 30 numbered cards that help you generate your score throughout the game.

Team Deck-

- Your team is made up of 11 players
- A team must have at least 1 **captain** and 1 **wicket keeper** in your team. The other players

in your team can be whatever player type that you choose.

Bowler Chance Deck-

- The bowler “Chance!” cards are **Blue**.
- A Bowler Chance Deck can have up to 40 cards but cannot have less than 30.
- Only three of the same Bowler Chance Cards can be in one deck.

Batter Chance Deck-

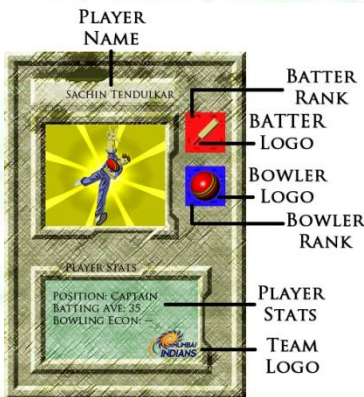
- The batter “Chance!” cards are **Pink**.
- A Batter Chance Deck can have **up to 40 cards** but cannot have less than 30.
- Only 3 of the same Batter Chance Cards can be in one deck.

Reading the Cards-

Player Cards


The players are set in four different categories; **batter**, **bowler**, **wicket keeper**, and **all rounder**.

These categories are found by looking in the player stats box after the word "Position". The player's stats however are boiled down to just two main attributes; bowling and batting.



- The batting rank is the top colored square next to the player picture with the bat in the center.
- The bowling rank is colored square underneath the batting rank. This is represented by a ball in the center.
- Batter Ranks go in order, from worst to best; **Blue, Green, Yellow, Orange, Red.**
- Bowler Ranks go in order, from worst to best; **Blue, Green Yellow.**

Rank Comparison Sheet-



	Batter Rank				
	Blue	Green	Yellow	Orange	Red
Bowler Rank Blue	1	2	3	4	5
Bowler Rank Green	1	1	2	3	4
Bowler Rank Yellow	1	1	1	2	3

The Rank Sheet is used to find the difference between the active batter and the bowler.

- Make sure that you use the batting rank for the active batter and the bowling rank for the bowler.

Ex. If a batters rank is Yellow and a bowler's rank is Green then the player difference on the rank sheet would be a 2.

Chance Cards-



- Blue backed Chance Cards are used by the bowling team.
- Pink backed Chance Cards are used by the batting team.
- The dots to the left of the card is how many comfort points it cost to play this card.
- If there are no dots on the card, it may be played without spending comfort points

Playing the Game-

Preparation

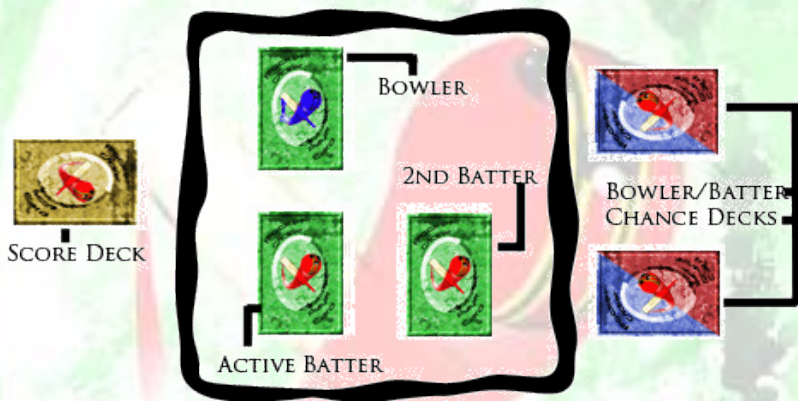
1. Select your team that will be playing this game.
2. Shuffle both the Batter and Bowler Chance Decks and set them on the field.
3. Shuffle the Score Card deck and place between both players somewhere off to the side of the

Pregame

A player flips a coin to decide order of play. (This can be substituted as needed.) The player who wins gets to choose whether to bat or bowl first.

I. Game Start

- The player bowling chooses one player from their deck and places that player on the field. They then draw three cards from their Bowler Chance Deck.
- The player batting looks through their team and picks out two players to bat. Both players are put on the field and one is picked to bat first. See Field Layout Picture below. They then draw three cards from their Batter Chance Deck.



1. New Over

- An Over consists of the steps 1 – 5.
- Both players are allowed a chance to switch out one batter or bowler.
- The Batter then chooses to play in either an **offensive stance** or **defensive stance**.
 - If a batter plays in a defensive stance their batting rank goes down by 1 and the batter gains 1 comfort point during the 2nd Standby Phase.
 - If there is an event such as an out on the score card or your opponent used an out effect Chance Card, and your batter is in Defensive Position. The then bowler flips a coin and the batter calls it. If the batter calls it right then they are not out. **The batter can do this once per out for every out that occurs during an Over.**

Listen!



OFFENSIVE



DEFENSIVE

- Both players draw a chance card from their respective decks. The maximum number of chance cards that can be in a player's hand is 3. If a player has a hand that they don't like they may place one card from their hand at the bottom of their deck and draw another. This can only be done once per over.

2. 1st Standby Phase

- If the card requirements are met, chance cards can be played at this time.
- The batter usually plays their chance cards first, but there is no specific order on who gets to play first.



3. Scoring

SCORE CARD									
1	6	6	2	1	●	+	15		
2	3	-	6	2	-	+	15		
3	3	6	-	4	-	3	16		
4	4	1	2	-	6	3	16		
5	-	6	6	6	-	+	18		

- One player draws a Score Card from the top of the pile.
- Compare the Batter's Color rating to the Bowler's Color rating; if a stat change had occurred during the standby phase then the new player rank is used.
- The number calculated from the color difference is then matched to a number on the score card.
- If a score editing chance card was used it is now applied to the total score
- If the score has an out symbol and a negate card has not been played, the score is then added and that batter is out. The batting player then chooses a new batter from their team and places it on the field.

Listen!



- Score is now added to the batting team's total on the score sheet and the scoring phase is over.

4. 2nd Standby

- If the final score for the over is odd then the bowler bowls to the other batter. This is done by moving the bowler left or right to face the non active batter.
- If a chance card states that an effect only lasts for this over, then the player is returned to the state it was during the first standby phase.
- Unless a chance card used this over states otherwise, and the batter is in a defense position. The active batter gains **1 Comfort Point**.
- The active Bowler gains **1 Fatigue counter**.

Listen!



- Every **5** fatigue points on a Bowler decreases its bowling skill by **1**.
- If a bowler has **10** or more fatigue counters on them, Then they are out of the game permanently. **On the over the bowler gains its tenth fatigue point the bowler is out at the end of that over.**
- (Make sure that you keep track of how many fatigue counters are on your bowlers.)

5. End Over

- If less than twenty Overs have played in an inning then start over at Step 1 “ New Over”.
- If all twenty Overs have been played, meaning that all twenty scores for a team have been written on the score sheet, then the inning is over.
 - **The bowler is now the batter and the batter is now the bowler.**
 - **Place all score cards in the scorecard deck and shuffle it**
 - **Shuffle both the bowler and batter chance card decks separately.**
 - **If the bowling side had a bowler removed from play due to fatigue injury (having ten or more fatigue counters on a single player.) then the fatigued player is sent to the out pile at the start of the new inning.**
- If all forty Overs have been played then the game is over and the person with the highest score wins
 - **If the game ends in a tie then the game is a tie.**

Examples of play

Regular player matchup- When no Chance Cards have been used to alter the Over's score or a player's stats, then this is a regular player matchup. The batter's color rank for batting and the bowler's color rank for bowling are then compared on the Rank Comparison Chart. The number in the grid where both colors matchup is the difference used when the score card is drawn.

Batting player plays in defense and an out occurs- This Over the batting team decides to have their active batter play in defensive position. The score card has been drawn and the difference between the players is three. On the score card for a difference of three there is an out. Because the active batter played in defensive position this over the active batter has a chance to save himself.

The bowling player flips a coin and the batter calls it. In this case the batter calls heads and is correct. The out is then negated on the card and is turned into a zero. The score is applied to the batting team's total score.

- This process is used every time your active batter would be out and is in defensive position.
- This applies to outs from chance card effects and outs on the scorecards.

The flow of chance cards- There is no specific order of who gets to play their chance cards first. The technical rule however is “If you can play it, do it.” That means that if you have the card requirements and the other player hasn’t used a card that specifically states that you can’t use a certain card or type of card, then you can play the chance card that is in your hand.

Playing Equip cards- Equip cards are easy enough to use. Their only limiting factor is that you cannot play the same Equip card in the same Over. For example if you have two “Favorite Bat” cards in your hand you may only play one that over. You must wait until this over is over to play the other “Favorite Bat” card in your hand.

- As long as you do not repeat cards in an over you may play as many equip cards as you have.

Score Change Cards- Some cards allow the user to add or subtract from the Over’s score. Let’s say the batter used a “Score Plus 6” card this over. The batting player adds 6 points to the total score for the over. So a score card that added up to 8 points without any score changes would now be 14.

If a chance card that lowers the overall score such as “Bowled a Maiden Over” is used then the score for that over is zero.

Out Cards- Out cards quite simply remove the active batter from play for that inning. The ousted batter is placed in the out pile and cannot be used for the remainder of that inning. This is the effect that takes place if a batter is out unless a chance card that negates outs is used or the batter played in defense and the patting player called the coin flip. (See Page. 14 Batting in defense)

Negate Cards- Negate cards are used to cancel the effects of certain chance cards. Negate cards can only be played after another chance card has been used.

For example, if batting player used the card “Rank Up” the bowler can play the card “Negate Rank Up”. This cancels the effect of the “Rank Up” card and both cards are discarded.