

A dark grey silhouette of a cricketer in a batting stance, positioned on the left side of the page. The cricketer is holding a bat with both hands, ready to strike a ball. The bat is angled downwards towards the right. A small red circle representing a cricket ball is located on the right side of the page, near the bottom of the bat.

BINGE
GAMES

TWENTY 20 CRICKET INSTRUCTIONS

Table of Content

Object of the game.....	pg 1
Items Needed to Play.....	pg 1
Sequence of Play.....	pg 1
Combos.....	pg 2
Game Turn Elements.....	pg 2
Batter.....	pg 2
Bowler.....	pg 2
A Typical Game Turn.....	pg 3
Victory Conditions.....	pg 3
Credits.....	pg 3

Welcome to a power packed hour of everyone's favorite game Twenty 20 Cricket. This game is a two player card game where two teams of your choice play a fast paced twenty overs.

Items Needed to Play

Player cards - Australia = 15, India = 15, total = 30

Dice - six sided = 4, four sided = 1, total = 5

Bowler cards- spin = 48, fast = 48, total = 96

Batter cards – defensive = 48, aggressive = 60, total = 108

Instructions

Board – 1

Player pieces – 9 not provided; suggestion coins

To keep your score and keep track of overs, all you need is a piece of paper and pencil/pen

Sequence of Play

Start off by deciding who will be batting and who will be bowling (this can be done with a simple coin toss, or die roll). Next each team will decide their lineup out of the 15 players on your team (there are only 11 players in one game lineup). Then the bowling team places their players on the field, there can only be two fielders pass the white dotted line before the sixth over. After the sixth over there can only be a max of four players passed the white dotted line. Then each side pulls six cards from what deck suits their bating strategy; a batter can either be aggressive or defensive, this is indicated by the letter on the top right hand side of the card, or which type of bowler they have. The type of bowler is indicated in the stats of your player, they are ether fast (indicated by an F on the pitch cards) or they are spin (indicated by an S on the pitch cards). Next the bowling team places down a card. A card has one of the three different areas a ball can go (stump, off, or leg). The batting team then places a hit. If the bowling team is aggressive, then by matching the placement of the hit to the placement of the ball matters in order to get a good hit. If the batting team is in defense, then the placement of the ball does not matter. If a player scores on an odd number of runs then you swap the batsmen on the field (the batters run back and forth to score points). If the batting team hits a boundary then you look at the combos list given to see if they got a 4 or 6 boundary hit. The combo list is used for many things in the game such as if a player misses and the batting team throws a leg type pitch and the batsmen misses then they are out by LBW. An over ends when the batting team runs out of cards. The bowler then pitches from the other side of the pitch but in the case of our field, the bowler will stay on one side and swap the bowler out and the batter switch sides. Each side plays 20 overs each or until the bowling side has one card left then it is the other teams turn.

Combos - Combos are used throughout the game on both the batting and bowling sides. For example if the batting team hits a boundary you have to look at the combos list to see how many points you can score off the type of hit played.

Game Turn Element

Batter - Each team starts off by pulling six cards; the batter must pick six from either their Defensive (D) deck or Aggressive (A) deck. After the bowler lays their bowling card down in front of their player card, the batter then lays their batter card in front of theirs. Next the batter places a card down in front of their player card. After the bowler places their card, the batter then rolls two dice to see the outcome of their swing by matching the added number from the dice to the batters chart that match their type of batter and what kind of hit it was. There are three different types of batters good, average, and bad. There are two different types of hits; good hit and a bad hit. Then the batter matches up on the batter chart. After this point the rest of the game play is based on whether or not the batter's swing matches the bowlers bowl. Only if a batter is in Aggressive do the batter and bowler card matching matter; a defensive hit is normally used to get the ball away from the wicket and not score points. When in an Aggressive batting stance the card has a hit signified by off, stump, or leg. If a bowler's card is an off and so is the batter's, then you go to the Good hit table. But if the bowler's card does not match the batter's card then you would go off of the Bad hit table (such as if a bowler bowls a leg and you hit a off then it is a bad hit). If contact is made with the ball, regardless if the hit scores points, the player has a chance of getting caught out or run out. To determine this there is a number to indicate what zone the ball was placed then the batter rolls a four side die to see where the ball ends up in that zone. Next you look to see if there is one of the bowlers fielders in that area of that zone. Finally if there is a fielder in that position the bowler then rolls two dice to see if the player in that spot got the batter out. When the batter is out of cards the over is done, but if the batting team has only one batter left then the batting team is done with their overs.

Bowler - The bowler takes six cards from either the spin (S) or fast (F) bowler decks according to what type of bowler they're playing (shown by Spin or Fast bowler in the players stats). Then the bowling teams places their players in the field (for the first six overs only two fielders can be placed past the first and second area of any of the eight zones on the board). The bowling team will be given nine pieces to place for the wicket keeper and bowler will have permanent spots. Then the bowling teams lays a card and rolls two six sided die to see whether they had a good throw or a bad throw; you do this by matching up the numbers from the roll to the bowler table accordingly to what type (bad, average, or good) of bowler you use. If the bowl goes wide (the batting team is given one point), or it is a no-ball (which is in the combos list) then the bowler picks up another card (for these pitches if not hit do not count toward the over) and rolls again. If this happens a batter never takes another card for the bowler should roll before the batter lays their card. If contact is made with the ball then the bowler looks to see if there is a player in the position that the ball goes to. If there is a player then the bowler rolls two dice to see if the player in that position had got the out or missed it by adding the two dice and matching it with the play chart (the chart used depends on whether the batter is hitting defensively or aggressively). One bowler is allowed to only bowl four overs and cannot play two consecutive overs.

A Typical Game Turn

Two people start the game by flipping a coin and choosing what side they would like to play bowling or batting. Both sides choose their 11 player line up from the 15 player cards given. After that the bowling team side then places their nine player pieces on the field. Then both sides pick up six cards. The batting team picks from the deck that matches the type of bowler they have out. The batting team picks from the deck they think suits their situation, in aggressive you score more points but are most likely get more outs where in defensive less points but less outs. The bowling team then throws down an Inswinger which the can be seen at the bottom of the bowling cards is a leg pitch. The batting team places an aggressive Pull Shot which is a leg type hit. The bowling team then rolls two die to see how good of a bowl they have, rolls a seven, which means he rolled a good bowl. Then the batter rolls two die to see that they had rolled a six. So knowing that the bowl and the hit where both leg the bowler looks at the good hit, then to average, then looks for a six and sees that they have hit for two points. Then the player looks at their batter card to see what zone it has gone to by looking at the lower left hand side of the card. They see that the hit goes to the third zone. The batter then rolls a four sided die to see where in that zone the ball goes. The batter rolls a three and looks to see if the bowler has a man in that spot. Seeing that there is a man there, the bowler then rolls two dice to see if he caught him according to the fielding tables. Knowing that the batter is in aggressive, the bowler looks at the aggressive fielding table and rolls a five and sees that the batter is not out and the batter is rewarded with the points run.

Victory Conditions

At the end of each team's 20 overs, the team with the most points wins.

Credits

Team Lead – Matthew Ranck

Playtest Director - Joshua Harr

Art Lead - Michelle Booth

Lead Assistant - Rob Svobodny

Systems Designer - Carl Weyandt

Lead Assistant – Cody Myhre