

- During a 'computer vs computer' match you can press SPACE (while the bowler is waiting to bowl) to display the scorecard. At the end of an over you can also save the game. When you restore the saved game you will be able to restart the match as a 1 or 2 player game - so you can take full control.

Programmed on the Amiga and Atari ST by Gary James Gray.

IBM-compatible PC conversion for Audiogenic Software Limited by Simon Prytherch.

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Battle for the Ashes

LOADING AND INSTALLATION

IBM PC - *Battle for the Ashes* can be played from either hard drive or from the floppy disk provided. To play from the floppy disk insert the disk, select the correct floppy disk drive and type CRICKET.

To install the program to the hard drive, insert the disk, type INSTALL and follow the on-screen instructions. Once the game is installed on hard drive then you will be given further options:

Configure your soundcard: Follow the on-screen instructions to select sound type and soundcard settings. [There is further information concerning soundcard settings if you select F10 on the installation screen]

Format a System Disk: If you experience memory problems when trying to run the game then use this option. Insert the system disk when you reboot your machine.

Each time you play the game you must insert the game disk, which acts as security protection, before typing CRICKET from the cricket directory on your hard drive.

AMIGA - Insert the disk and reset your computer.

THE MAIN MENU

To select a menu option, move the hand which acts as a pointer to the required option and click. Pressing ESC exits to DOS (IBM PC Only). To play a match choose *One Player England vs Australia*, *One Player Australia vs England*, or *Two Player Game*; to watch two computer-controlled teams play, click on *Computer vs Computer*. All games are test matches played over 5 days.

RESTORE SAVED GAME: If you have previously saved an incomplete game you can continue it by selecting *Restore Saved Game*. Games can only be saved to a floppy disk when you are playing from floppy and to hard drive when playing from hard drive (IBM PC Only). Enter the name of the saved game when requested.

(IBM PC Only) When playing from the hard drive, to restore a game saved to floppy you must copy the relevant saved game on to hard drive before starting the game. Saved games have the suffix .SAV and must be copied to the CRICKET directory.

SKILL LEVEL: There are three skill settings - *Amateur*, *Professional*, and *World Class* - you should choose *Amateur* for your first game.

Amateur: Batting is a breeze at this level. The timing of the shots is very easy and the computer bowling, batting and fielding is of the village green standard. This level is strictly for beginners.

Professional: The correct timing of your shots when batting becomes more important although there is still some margin for error. The computer bowling and fielding is improved and runs will be harder to come by. It will also be harder to get the computer batsmen out. The game becomes a challenge at this level.

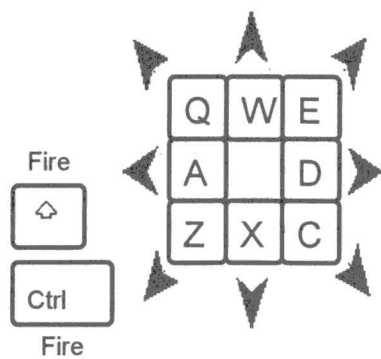
World Class: This is the real thing. Batting is very difficult with the timing of your shots being absolutely crucial (as soon as you press the button the shot will be played). The computer bowling and fielding is top notch and total concentration is required to build a decent total. The computer batsmen are very difficult to dismiss and will punish any wayward bowling. This level will take some beating.

SOUND: This option enables you to turn on or off the music and sound effects.

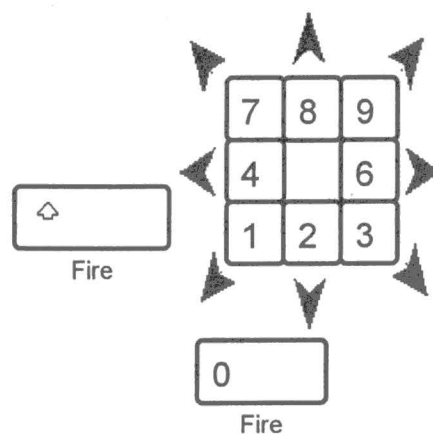
CONTROL DEVICES (IBM PC Only): Selects between different control devices. You will only be offered the joystick option if a joystick is detected, so check that your joystick(s) are connected properly. If you don't have a joystick, you can use the keyboard. In a two-player game you can use any combination of keyboard and joystick.

Within the menus you can also use a mouse. If using keyboard or joystick press the fire button, or fire key, instead of 'clicking' the mouse button. Menu options which are de-highlighted are unavailable (for example, if your side is batting, you can't select *Change Bowler*). To proceed to the next screen click on the *OK* icon, or if there isn't one, click anywhere on the background (ie not on an icon or tab).

If you are using the keyboard then see the diagram below.



Keyboard 2



Keyboard 1

HOW TO PLAY

Each match is played between Australia and England. Let's assume that in your first match you decide to play as England against an Australia side controlled by the computer. The England squad will be displayed so that you can select the eleven players you'd like in your team.

Note: there are up to 20 players in each squad, more than can be shown on the screen at a time; to see the others click on the arrows at the right hand side.

Pick your team by clicking on each of the eleven players in turn (if you change your mind about a player just click again to drop him from the team). The order that you click on the names will be the order that they will line up to bat. To save time you can get the computer to pick the team for you - just click on *Best 11*.

The statistics provided with each player are important to their performance - better batsmen (with a higher average) will be superior in shot execution; better bowlers (with a lower average) will be able to bowl quicker or spin or swing the ball more.

It is important to select a balanced side as having a poor selection of bowlers or batsmen can leave your team in a weak position. Remember to include a recognised wicket keeper (marked with a dagger symbol) as playing without one will result in chaos behind the stumps! After choosing your team click on *OK*.

Note: if you select for your team more than one player who is designated as a wicket keeper, the player who was selected last keeps wicket.

If you wish, the computer will automatically choose its best team to play against you - but you can also pick the team yourself (this is useful if you want to re-create a particular match).

Now for the coin toss. If you win the toss you can decide whether to bat or field first. Let's suppose that your team is batting first.

If you clicked on *Best 11*, the batting order is automatically chosen by the computer, based upon the players' batting averages; otherwise players bat in the order they were selected. The batting line-up is displayed before the innings begins if you are batting. This allows you to revise the entire batting order if you wish - just select the player you want to move up or down the order, then indicate the position you'd like him to bat. Click on *OK* when you've finished, or else *Cancel* if you want to go back to the original order.

If you are bowling then the team is displayed and you can now change the opening bowler if necessary.

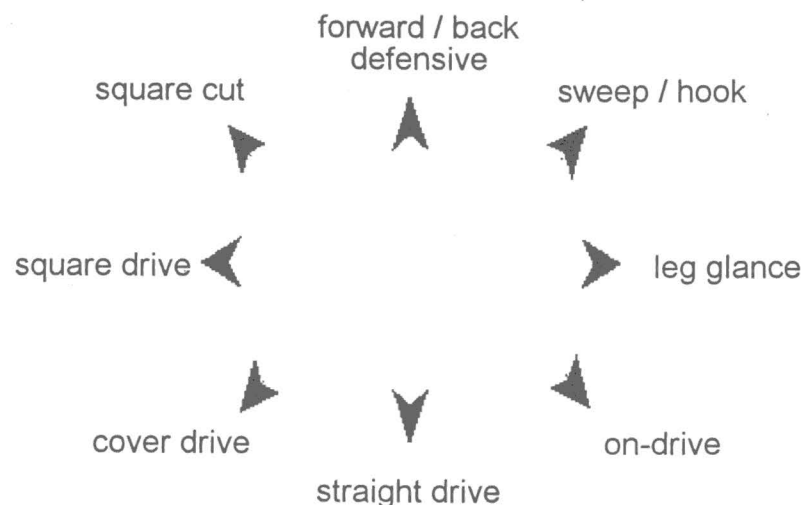
CONTROLLING THE BATSMAN

In a real game of cricket the ball is bowled so fast (up to 90mph) that the batsman must react instinctively, moving his feet, adjusting his posture, and swinging his bat to play the stroke. To emulate all that in real-time using a joystick would be impossible, so instead *Battle for the Ashes* breaks down the batsman's movements into two.

First, move left or right to position the batsman. Watch the small white square - this shows where the bowler intends to pitch the ball - when it turns grey it will stop moving, and the bowler will commence his run-up. Start thinking about which stroke you intend to play.

When the ball leaves the bowler's hand you have a fraction of a second to select one of the eight possible directions to determine which stroke is played - and when it is played (timing is particularly crucial at Professional and World Class level). The strokes roughly correspond to the joystick movement, for example, if you move the joystick to the left the batsman (if he is right-handed) will attempt a cover drive; if you move it to the right he will try to hook or sweep the ball.

The full repertoire of strokes is as follows:



These joystick directions are for a right-handed batsman; for a left-hander the controls are mirrored.

The batsman will play the best stroke that he can in the circumstances - if you choose a difficult or inappropriate stroke (or if your timing is incorrect) he might

mishit the ball, or miss it altogether. The margin of error depends on the skill setting you have chosen, and on the batsman's average.

If you succeed in hitting the ball and want to run, press the fire button. The batsmen will start running at a leisurely pace - to make them run faster waggle the joystick from side to side (in fact you can start the batsmen running merely by wagging - there's no need to press the fire button if you intend to waggle).

To take a second (or third) run press the fire button again, or just keep wagging. If you change your mind about taking a run, press the fire button to turn around and go back to the crease you have just left. Of course, if the batsmen have already crossed there's no point in turning back, so in this case when you press the fire button it acts as a signal to go for another run after the current one.

If the ball crosses the boundary the umpire will signal a four, or a six, and the batsmen will automatically return to their original positions.

Overthrows: in the event that the fielding side throw the ball past the bowler or wicket keeper the batsmen can continue running.

When the batting side are all out (i.e. ten wickets have fallen), or when the allotted number of overs has been bowled, it is the turn of the fielding side to bat.

CONTROLLING THE BOWLER

There are three types of bowler: fast, swing, and spin. Swing bowlers and spin bowlers can move the ball in either direction - although spin bowlers will find it easier to spin the ball in one particular direction depending on whether they are leg or off spinners.

Before you can start your run-up you must decide where you want to pitch the ball. Move the small white square which indicates where the ball will bounce, and press fire to fix it in position (the square will turn grey).

This is only an approximation and the ball will not necessarily pitch in the centre of the square.

If a fast bowler is bowling he will automatically start his run-up; waggle the joystick from side to side or the equivalent on the keyboard to increase the speed of the ball.

If the bowler is a swing or spin bowler, choose the direction you want the ball to move, and press fire. Now the bowler will start his run-up - waggle the joystick or the equivalent on the keyboard to increase the amount of swing or spin.

You can change the bowler due to bowl the next over by clicking on *Change Bowler* on the menu displayed between overs. Any player can be chosen to bowl, with the exception of the wicket keeper, but it will be harder to bowl with a player

who has a poor average. Remember that in a limited overs game a bowler cannot bowl more than one-fifth of the overs allowed for each innings.

SETTING THE FIELD

You can change the predefined fields during a match, and even save them for use in future games. Each bowler has a predefined field setting of his own - but you can copy a field setting from one bowler to another, so that if (say) you want to use the same field for all your fast bowlers you needn't enter it more than once.

To access the screen which allows you to alter the field settings, press the space bar while the bowler is waiting to bowl. This will display a menu of options:

Position Fielders*	Scorecard
Keeper-Slip*	Sound & Music
Bowl Other Side*	Abandon Match

**only available if the fielding side is user-controlled*

Select *Position Fielders* - a diagram is displayed showing the existing field setting (for the current bowler). To adjust the position of an individual fielder just move the pointer to his name tag, press the left mouse button (or fire button), and drag the tag to the new position - then press the button again to drop the tag.

Around the wicket at the striker's end is a darkened area. To add an extra slip drag the player's tag into this area. Fine positioning of players in this area is carried out using the *Keeper-Slip* option (see below). Only two fielders, plus the wicket keeper can be in this area.

If you want to exchange the positions of two fielders click first on the *Swap* icon, then on the tags of the two players.

To copy to the field setting from another bowler click on *Copy* until the correct field setting is displayed, eg to copy the field setting for Malcolm to Gough (the current bowler), keep clicking until *Setup for D Gough copied from D Malcolm* appears. If you keep clicking on *Copy*, eventually you will be back where you started.

If you make an error, select *Cancel* which exits leaving the original field placing intact (changes which have been saved to disk cannot be cancelled). To save your changes to disk or hard drive click on the *Disk* icon - however you can use the new field settings in the current match without saving them to disk, though they will be lost at the end of the match. Click on *OK* to return to the game.

The *Keeper-Slip* screen can be selected either from the menu, or by clicking on the icon in the top left-hand corner of the field setting screen (beware - this also confirms your changes to the field, even if you subsequently select the *Cancel* icon on the *Keeper-Slip* screen).

To move the keeper or a slip just click on him, and move him to your preferred position. Be careful - the wicket keeper obeys your instructions to the letter, so you will concede a lot of byes if you put him in a silly position! When you have the keeper and slips in the correct positions click on *OK* to save them to disk.

OTHER OPTIONS AVAILABLE DURING A MATCH

Bowl Other Side

Normally a right-handed bowler will bowl over the wicket. However, you can make the bowler bowl on the other side of the wicket by selecting this option from the menu.

Scorecard

This displays the scorecard for the current innings. By clicking on the tabs at the bottom of the scorecard you can also display the batting and bowling statistics for the innings, the career batting statistics of the batting team, and the career bowling statistics of the fielding side.

Abandon Match

Allows you to abandon a match, in which case the game goes back to the main menu.

SAVING A GAME

Although the games are played faster than real matches, some games will last for hours, or even days! At the end of each over you have the option to save the game - this will save all the information about the match, including the teams and field settings.

IBM PC - You can save to hard drive if playing from hard drive or to a pre-formatted floppy disk if playing from floppy disk. Follow the on screen instructions once you have selected this option.

AMIGA - You will need a pre-formatted floppy disk. Click on the *SAVE GAME* icon and follow the on-screen instructions.

HINTS & TIPS

- Occasionally you'll find that a fielder 'gets stuck', perhaps running on the spot! Don't worry - press the ESC key and the game will continue normally.
- When you select *Best 11* the batting order is chosen automatically by the computer - the players with the highest averages bat first. However if you make any changes to the team the computer has picked, the batsmen are not sorted into order. If you chose your own team the players bat in the order of selection.
- *Rain*: It can rain at any time and for any length of time and if it has already rained during a match then it is likely to rain again.