

Stochastic Cricket

User Manual

General Instruction:

A. Selecting option from the list just input their corresponding serial number.

For example:

1. One Player.
 2. Two Players.
- If you input “1”, “it will select one player”.
 - If you input “2”, “it will select two players”.

B. Stochastic Cricket has two types of Games Modes:

1. One Player.
2. Two Players.

C. One Player Game

1. You will select a team.
2. You will select an opponent team which is controlled by computer.
3. The Game has two parts :
 - a) Batting Innings:

If you select batting first give a target to your opponent team

 - i. If opponent team score more than that target then they will win the game.
 - ii. If opponent team score equal to the given target then the result of match will tie.
 - iii. If opponent team score less than the given target then they will lose the match.
 - b) Bowling innings:

If you select bowling first an opponent team will give a target to you.

 - i. If you score more than that target then you will win.
 - ii. If you score equal to the given target then the result of the match will tie.
 - iii. If you score less than the given target then you will lose the game.

D. Two Players Game

1. You have a team.
2. You have an opponent team which is controlled by another player.
3. The Game has two parts :
 - a) Batting Innings

If you select batting first give a target to your opponent team

- i. If opponent team score more than that target then they will win the game.
- ii. If opponent team score equal to the given target then the result of match will tie.
- iii. If opponent team score less than the given target then they will lose the match.

- b) Bowling innings:

If you select bowling first an opponent team will give a target to you.

- i. If you score more than that target then you will win.
- ii. If you score equal to the given target then the result of the match will tie.
- iii. If you score less than the given target then you will lose the game.

One Player Instruction

- A. Select difficulty level for the game.
- B. Select /Modify /create a team for the game.
- C. Select the number of over's for an inning.
- D. Toss for selecting Batting or Bowling.
- E. If you win the toss then choose: "Batting" or "Bowling".

Batting:

- a) Input a number between 0 to 6 which represent that what you want to score that bowl.
- b) You will choose batting order for your team.
- c) If any batsman will get out/dismiss then you can choose you next batsman from rest of your team.
- d) If any batsman will get out or the over will end then you will see your team scorecard.

Bowling:

- a) Input a number between 0 to 6 which represent that what you think that the batsman will want to score to this bowl.
- b) You will choose bowling order for your team.
- c) If any bowler will finish their over then you can choose you next bowler from rest of bowlers from your team.
- d) If an over will end then you will see your team scorecard.

Two Player Game

- A. Select /Modify /create a team for the game.
- B. Select the number of over's for an inning.
- C. Toss for selecting Batting or Bowling.
- D. If you win the toss then choose: "Batting" or "Bowling".
- E. Then, two players play amongst themselves and input a number between 0 to 6 corresponds to what is scored on that ball and will choose the valid option for the out.