Brian Lara
CRICKET ™

INSTRUCTION MANUAL

Sportsmaster ™
NUMBER ONE PLAYERS

Codemasters ™

Licensed by Sega Enterprises Ltd.
for play on the SEGA™ MEGA DRIVE™ SYSTEM

EPILEPSY WARNING

WARNING READ BEFORE USING YOUR VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain patterns or flashing lights. Exposure to certain light patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no prior history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions, IMMEDIATELY discontinue use and consult your physician before resuming play.

HANDLING THIS CARTRIDGE

For Proper Usage

① Do not immerse in water!
② Do not bend!
③ Do not subject to violent impact!
④ Do not expose to direct sunlight!
⑤ Do not damage or disfigure!
⑥ Do not place near any high temperature source!
⑦ Do not expose to thinner, benzine, etc.!

* When wet, dry completely before using.
* When it becomes dirty, carefully wipe it with a soft cloth dipped in soapy water.
* After use, put it in its case.
* Be sure to take an occasional recess during extended play.

WARNING: For owners of projection televisions. Still pictures or images may cause permanent picture tube damage or mark phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions.

STARTING UP

1. Set up your System as described in it's instruction manual.

2. Make sure the power switch is OFF.
   Then insert the cartridge into the console.

3. Turn the power switch ON.
   In a few moments, the title screen appears.

4. If the title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted.
   Then turn the power switch ON again.

Important: Always make sure that the Console is turned OFF when inserting or removing your Cartridge.

(1) Cartridge
(2) Control Pad 1
(3) Control Pad 2
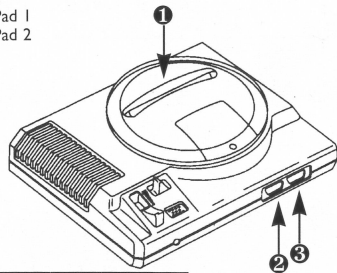
Brian Lara CRICKET ™

Brian Lara

Sportsmaster
NUMBER ONE PLAYERS

INTRODUCTION

In April 1994, Brian Lara joined the ranks of cricketing greats like Bradman, Sobers, Gooch and Mohammed by scoring an incredible 375 runs in a test series.

This is the highest ever recorded Series score and was a prelude to the unbelievable 501 not out he scored for Warwickshire in County cricket.

Brian Lara strides off through a cricketer's triumphal arch after his record-breaking innings in the fifth Test at Antigua yesterday

Lara hammers 375 and makes Test history

By MICHAEL HENDERSON

31 | LARA   375 C 9

BRIAN LARA, the left-handed batsman from Trinidad, joined sport's immortals yesterday when he made the highest individual score in 116 years of Test crick_____   Test

Lara's innin_____
against En____

Chris Lewis for the boundary which pushed his name to the top of Wisden's most gilded list. "I don't think a better batsman could have _____ it," Sobers said. "Lara is the _____
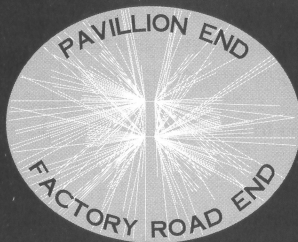
rence Rowe, who made 302 against England in Barbados 20 years ago. Sir Donald Bradman is the only man to have made two, an achievement that appears to be within the grasp of Lara, whose previous best was 277 _____inst Aust___

made that unbeaten 365 against Pakistan in Jamaica in 1958. To surpass those three masters is an undeniable assertion of greatness

Lara will probably never smite six sixes in an over, as Sobers did at Swansea in 1968, but two other records may not survive his attentions. Bradman set the highest run aggreg_____ for a Test series, 974, _____20. _____ds rattled _____ west _____ip

**Brian Lara's
World Test Record
375 Runs**

**West Indies v England
16/17/18 April 1994
(St. John's) Antigua**

GROWTH OF THE HIGHEST TEST SCORE

Score	Batsman	Match	Season
165	A C Bannerman	Australia v England Melbourne	1876-77
211	W L Murdoch	Australia v England The Oval	1884
287	R E Foster	England v Australia Sydney	1903
325	A Sandham	England v West Indies Kingston	1929-30
334	D G Bradman	Australia v England Leeds	1930
336	W R Hammond	England v New Zealand Auckland	1932-33
364	L Hutton	England v Australia The Oval	1938
365	G S Sobers	West Indies v Pakistan Kingston	1957-58
375	B C Lara	West Indies v England Antigua	1994-94

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GETTING STARTED

When the game first begins you have a choice of the following options:

NEW MATCH Begins a single game.

TEST SERIES Starts a Test Series.

VIEW TEAMS Displays information on each team such as wins, losses and player statistics.

MATCH SETTINGS *Allows the player to customize their game in the following ways:*

Period: The maximum number of days the match can be played for. Please note this is not realtime.

Innings: How many times each team will bat.

Overs: The maximum number of overs allowed per innings. Test matches and other games played for more than one day are usually set to unlimited overs.

LBW Rule: This disables or enables the Leg Before Wicket rule.

Fielding: Sets the fielding for both teams to be controlled either manually or by the computer. It is advisable that you should choose automatic fielding for your first few games.

Kits: This allows you to select either coloured kits or normal whites.

Level: There are 3 degrees of difficulty, Sunday League, National and World Class.
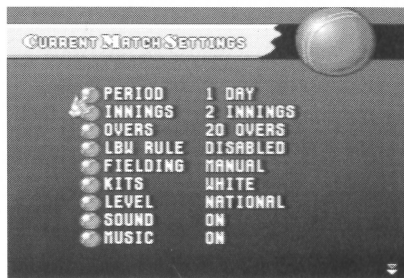
Sunday League is for beginners whilst World Class is for the real experts. National is for your average player.

Sound: Turns the sound effects on or off.

Music: Toggles the music on or off.

RESTORE GAME This option is only available if you have previously saved an uncompleted game. Select this if you wish to continue your game. You are able to re-start your game in a different configuration from when it was saved out e.g. if it was originally a 1 player game you can restart it as a 2, 3 or 4 player game.

On a number of screens you will notice a white arrow displayed in the bottom right hand corner. At this point pressing the C button on the joypad will bring up a menu window. Choose the option you require by moving the hand, using the joypad, over the corresponding spot and pressing the A button. If the item is shaded then it's unavailable for selection e.g. if your team is batting you can't select Change Bowler.

CURRENT MATCH SETTINGS

| PERIOD | 1 DAY |
INNINGS	2 INNINGS
OVERS	20 OVERS
LBW RULE	DISABLED
FIELDING	MANUAL
KITS	WHITE
LEVEL	NATIONAL
SOUND	ON
MUSIC	ON

CHOOSING YOUR GAME

After choosing to play a single match or a complete test series you will be presented with a screen displaying the current match settings and a number of player options.

1 Player One person plays against the computer.

2 Player Comp Two player competitive game with one person against the other.

2 Player Co-op Two player co-operative game. Both people are on the same team against the computer each one selecting their own bowlers and batters.

3 Player Two players take on one person.

4 Player Two people per team.

Spectate Computer against computer.

If you have chosen to play a Test Series you will now have to select how many matches you wish to play.

SELECTING THE TEAMS
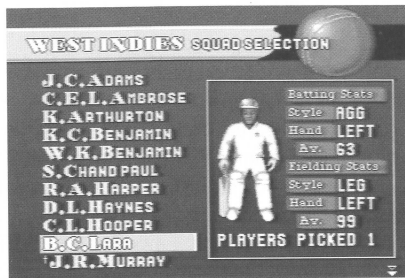
There are 10 teams in all to choose from, one representing each of the 9 countries that play test matches and a tenth comprising some of

PRIZE DRAW • A Mega Drive 32X unit and one game could be yours!

Completing and returning this card to Codemasters ensures your entry into a prize draw to win the latest in Sega 32-bit technology!

WARRANTY • Please complete this card to be registered with Codemasters as the official user of this cartridge.

In the unlikely event of a problem arising with this quality cartridge, Codemasters will provide assistance to the registered user.

Name:...Sex:..........

Address:...

....

....Postcode:......................

Country:..

Telephone No..

Age: ☐ 5-9   ☐ 10-14   ☐ 15-19   ☐ 20-24   ☐ 25+

Game purchased:...

Date bought:...

Did you buy the game yourself?   ☐ Yes   ☐ No

How would you rate the game (out of ten)?   ..../10

How could we make this game better?

....

....

....

What are your top three games? (not including this one.)

1.../10

2.../10

3.../10

Which console or computer do you have?

....

Name the computer/console that you are intending to buy next.

....

Which computer and/or console magazines do you read (and rate them)?

1.../10

2.../10

3.../10

What influenced your decision to buy this game?

☐ Magazine advertisement   ☐ Magazine news or preview

☐ Magazine review   ☐ Saw it in the shop

☐ From a friend

☐ Other...

THANKS FOR YOUR HELP AND GOOD LUCK!

PRIZE DRAW RULES • A random draw will be held on 1/9/95. The decision of the judges is final and no correspondence will be entered into.
The winner will be notified by post. Sponsored by: Codemasters, Lower Farm House, Stoneythorpe, Southam, Warwickshire CV33 ODL, U.K.
The winner may be requested to help with Codemasters' publicity.

NO PURCHASE NECESSARY • You can still enter this prize draw without buying this game simply by writing your name and address on a piece of paper and sending it to
"Codemasters Dept. F.J.P.D, Lower Farm House, Stoneythorpe, Southam, Warwickshire CV33 ODL, U.K. (only one entry per household.)
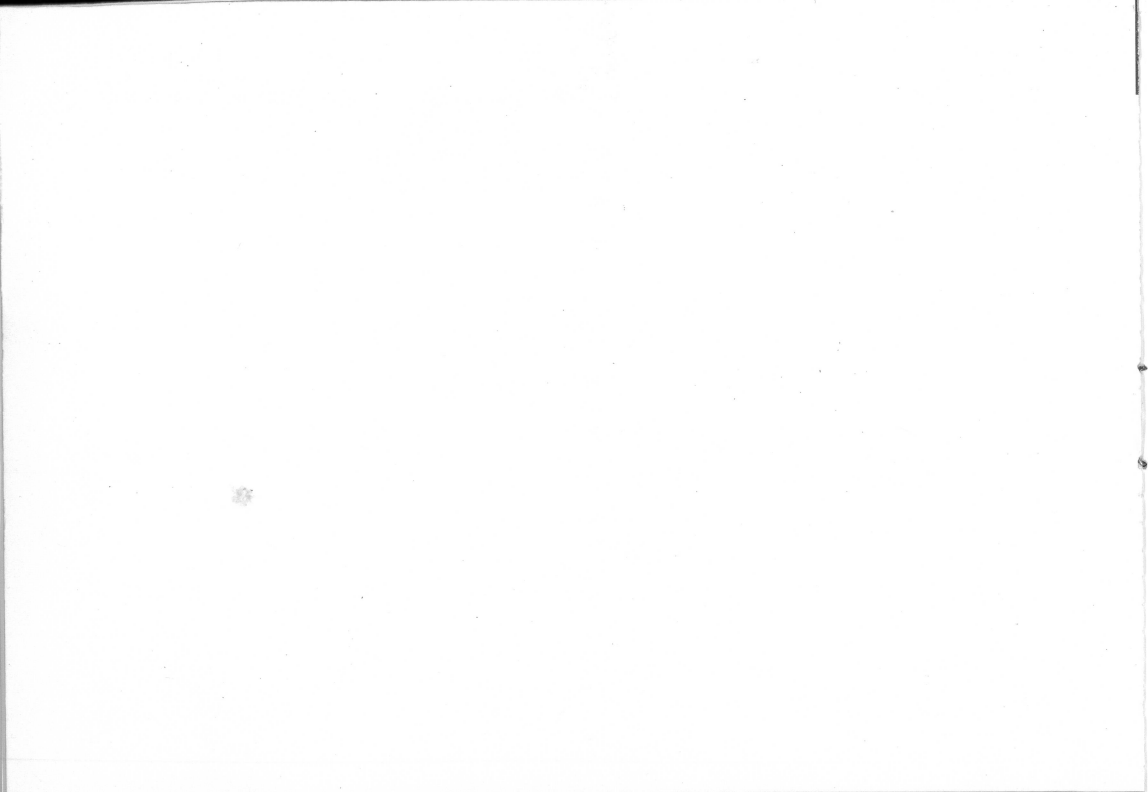
Codemasters™ 𝓶

Codemasters Software Company Ltd.,
Lower Farm House,
Stoneythorpe,
Southam,
Warwickshire,
CV33 0DL,
ENGLAND.

3952

U.K. WC3 / 94MD /BLC/ 1 7 1 o

the best cricketers of all time.

Move the grey bar over the team name and press the A button to select it. To decide which 11 players are going to play, you can either allow the computer to pick them for you, select AUTO TEAM, or choose them for yourself, select PICK TEAM. You'll probably want to select them yourself so move the pointer to PICK TEAM and press the A button. The full squad will be displayed so that you can select the 11 players you'd like in your team. A 'dagger' symbol next to a player's name indicates an established wicket keeper. It's a good idea to have one in your team! There are up to 20 players in each squad, more than can be shown on the screen at one time. To see the others simply press Up or Down on the joypad when the grey bar is at the top or bottom of the screen. As you move the bar over a player's name you'll see his batting and fielding statistics to the right of the screen. The better batsmen have a higher average, the better bowlers have a lower average. Select a player by pressing the A button. Press it again to de-select them. If you wish, you can press the C button to bring up the selection menu and still let the computer choose the best 11 players for you. The second team is selected in exactly the same way.

READY TO GO?

The all important coin toss to decide who has the option of batting first now takes place. Whoever has the call selects either Take Heads or Take Tails. If you win the toss you can decide whether to bat or field first.

Let's suppose that your team is batting first. The batting line-up is displayed before the innings begins. If you're not happy with the order then you can change it. Select the player
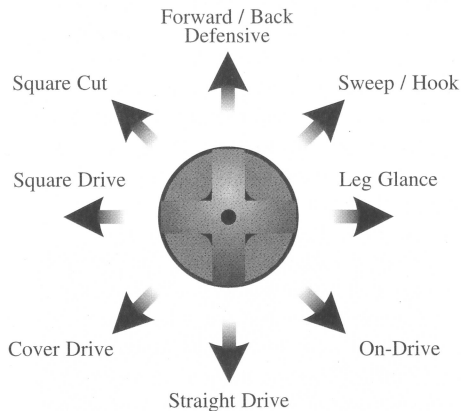
you want to move up or down the order by placing the grey bar over his name and pressing the A button. When the name begins to flash move it to the position you'd like him to bat using either Up or Down on the joypad. Press the A button to confirm the new position. Repeat this process until you are happy with the whole line-up. Press the C button when you've finished and select Undo if you want to go back to the original order or Okay to continue.

If you're bowling then the team is displayed and you're asked to choose your two opening bowlers. Move the grey bar over the person you wish to pick and press the A button. The first bowler you choose will bowl the first over. You will also notice that a wicket keeper will have been selected automatically.

CONTROLLING THE BATSMAN

Press Left or Right on the joypad to position the batsman. Watch the black oval, this shows where the bowler intends to pitch the ball. When it turns into a white oval 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. They roughly correspond to the joypad movement e.g. if you press and hold the joypad to the left whilst batting with a right-handed player, a square drive will be attempted, whereas holding the joypad to the right will produce a leg glance. Press the A button whilst still holding the direction on the joypad to actually

play the stroke you have chosen. Remember, timing is crucial, particularly at the World Class skill level. The full repertoire of strokes is as follows:

Forward / Back
Defensive

Square Cut

Sweep / Hook

Square Drive

Leg Glance

Cover Drive

On-Drive

Straight Drive

These joypad 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 altogether. The margin of error depends on the skill setting you have chosen and the batsman's average. If you succeed in hitting the ball and want to run press the A button. The batsmen will start running to the opposite end of the square. To take a second or third run press the A button again just as they pass the crease. If you change your mind mid-run, press the A button and they'll turn around and go back unless they have passed each other in which case it's safer for them to keep going. 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. A six is awarded when the ball crosses the boundary without bouncing.

THE SIX-HIT BUTTON!

There will be times when you need to take chances, to score runs in a hurry. Choose your shot in the same way but instead of pressing the A button press the B button. The batsman will play a much more aggressive shot and may score a four or a six. On the other hand, there's a higher chance that he will be caught. Keep the B button, the 'Six-Hit' button, in reserve for those occasions when you don't have any choice but to hit out.
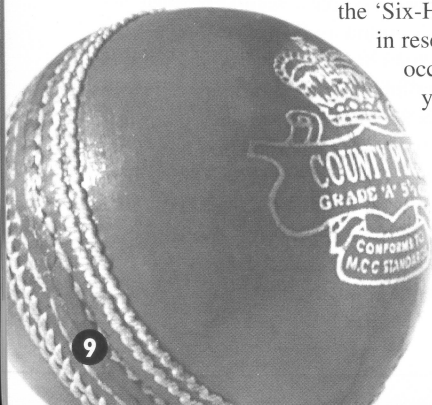
CONTROLLING THE BOWLER

There are three types of bowler, fast, swing and spin. Swing and spin bowlers can alter the direction of the ball after it has left their hand. Before you can start your run-up you must decide where you want to pitch the ball. You only have 5 seconds to move the black oval, indicating where the ball will bounce, using the joypad. When time is about to run out the oval will flash. Press the A button when you're happy with the position. The oval will turn into a white outline. If you're bowling with a swing or spin bowler, select the direction you wish the ball to take by pressing either Left or Right on the joypad and then the A button to confirm your choice. The desired direction will be indicated by the icon shown in the top right-hand corner of the screen.

Now select either the amount of swing, spin or power required by stopping the moving cursor using the A button. At this point the bowler will begin his run. Increase the speed at which the bowler approaches by repeatedly pressing the A button.

Hint : When controlling your bowler, don't always aim to bowl at the maximum speed. Occasionally, you might catch the batsman out with a slower ball.

FIELDING

If the computer is controlling the fielding then you have nothing to worry about. To field manually proceed as follows. After the ball has been hit the display will change to the overhead fielding view.
You will see the fielder under your control, indicated by a star next to his feet, with an arrow pointing in the direction you should run to field the ball. If you're quick enough you'll get to the area, depicted as a large white circle, where the ball will finish early enough to perform a catch. Simply stand in the centre of the circle to catch the ball. Otherwise the fielder will automatically pick it up. You can now decide which end of the square to throw the ball back to. Look at the display at the right-hand side of the screen to see what the batters are doing. Press either the A or B button to throw the ball. Pressing the C button will change which fielder you control.

Change Bowler Any player, except the wicket keeper and the player who has just bowled, can be chosen to bowl the next over. Move the grey bar over the name of the player you wish to become the bowler and press the A button. When you are happy with your selection press the C button and select Okay, otherwise choose Undo to cancel any changes.

Declare Allows the batting side to 'declare' i.e. end the innings prematurely. This decision is normally taken for tactical reasons or because time is running out.

IN BETWEEN OVERS

Score-card Displays the score-card for the current innings. You can also view the batting and bowling statistics and the player averages.

At the end of the over various options are presented. To continue simply select Okay and press the A button.

Batting Order Allows you to change the batting order.

Match You can save your game so that you may resume it at a later date, even if the power is turned off. From this menu the match can

also be abandoned. If you've selected the match option by mistake choose abandon and then cancel.

OPTIONS AVAILABLE DURING A MATCH

If you press the C button during an over a menu of options is displayed. Some of these are the same options that you are offered at the end of an over. The new options are:

Fielders Allows you to change the field settings or to make the bowler bowl on the other side of the wicket. You can change the field at any time during a match. There are 4 different settings to choose from for each type of bowler i.e. fast, swing, leg-spin and off-spin. They range from an attacking field to a very defensive one.

Camera View You can adjust the camera angle which the game is played at by pressing either the A or B button. Press the C button when happy with the view.

Options This allows you to change some of the features selected in the Match Settings at the beginning of the game. Additionally, you can decide to alter how the fielding is controlled specifically for your team i.e. automatically or manually.

![Sportsmaster - Number One Players]

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