

Welcome to Cricket Revolution, a new multiplayer cricket game where players compete against each other and the computer in a challenging game of cricket. The goal of this manual is to familiarize new players with all the features and gameplay options that are available to them. Please note that the latest and most up-to-date game information, including patches, game balancing, and game play updates can be found on [www.cricketrevolution.com](http://www.cricketrevolution.com)

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# 1. GETTING STARTED

## 1.1 PURCHASING THE GAME



In order to play, you must own a copy of the game that can be directly downloaded and installed on your PC via Steam. To purchase our game from Steam, please visit our Steam store.

You must have a registered Steam account to

own and play Cricket Revolution. If you are not a registered member of Steam, you can download and install Steam for free from their website.

## 1.2 INSTALLING THE GAME

Once you purchase Cricket Revolution from Steam, your Steam client will download the game and add it to your Steam game's list, from where you can launch the game. That's it, it's that simple.



### 1.3 MINIMUM SYSTEM REQUIREMENTS

Please note the system requirements below.

#### **Minimum**

Operating system: [Windows 2000/NT/XP/Vista](#)

Processor: [Pentium 4, 2.0GHz processor](#)

Memory: [512 MB RAM \(1 GB for Vista\)](#)

Hard disk space: [500 MB available](#)

Video: [128 MB supported video card](#)

Sound: [DirectX compatible sound card](#)

DirectX®: [9.0c or later](#)

Input: [Keyboard and mouse](#)

#### **Recommended**

Operating system: [Windows XP/Vista](#)

Processor: [Intel® 2.4 GHz Dual Core processor](#)

Memory: [1 GB RAM \(2 GB for Vista\)](#)

Hard disk space: [1 GB available](#)

Video: [256 MB 6600 Nvidia graphics card or ATI equivalent](#)

Sound: [DirectX compatible sound card](#)

DirectX®: [9.0c or later](#)

Input: [Keyboard and mouse](#)

### 1.4 PLAYING ONLINE

Once you install the game, you will have access to all the offline, single player, and LAN features. However, to play online, you will have to create your Cricket Revolution Profile, where all your game data, performance, history, statistics, and rankings will be stored. Please note that this account is NOT linked to your Steam profile; it is a stand alone Cricket Revolution profile to maintain your performance and community data on [Cricketrevolution.com](#).

You can easily create a Cricket Revolution profile account on our website, [www.cricketrevolution.com](http://www.cricketrevolution.com). Pad up and get started now!

## 2. TEAM MANAGEMENT

Before playing a match you have to select a team and either play with the default squad for this team or customize the squad to suit your particular strategy. Cricket Revolution lets you choose a team from any of the main cricket playing nations. If your team is not from one of those countries you can always create a custom team that represents your country of choice.

## 2.1 SKILL POINTS

The strength of a team is defined by its overall skill points that are the sum of each individual squad member's skill points. In order to ensure fair play, all teams within Cricket Revolution have a fixed pool of 160 points that can be distributed among the players in a flexible manner to form strategically different squads. You can assign and remove skill points from a squad member to fine tune his bowling, batting and fielding abilities. The effects of fine tuning are covered in detail in each discipline's section below.

Each player is limited to a maximum of 20 skill points distributed across the three cricketing disciplines. For any given discipline, a player can have a maximum of 10 skill points. You can create all-rounders by spreading a player's skill points across the three disciplines, or you could decide to focus his skill points in one or two disciplines only, making him a specialist in those areas.

## 2.2 SPECIALISTS

Each team in Cricket Revolution has a mixture of all-rounders, batting specialists, and bowling specialists. A player becomes a specialist in any discipline if he has 7 or more talent points in that discipline. Once your player becomes a specialist in a particular area, you can further classify his specialty type.



Batting Specialist Options:

- 1) Aggressive
- 2) Balanced
- 3) Defensive

Bowling Specialist Options:

- 1) 7 talent points = 1 special delivery
- 2) 10 talent points = 2 special deliveries

\*There are several bowler variations and special delivery types bowlers can bowl. Refer to the bowling section below.

Fielding Specialist Options:

- 1) Catcher
- 2) Runner

Specialists, their abilities, and their pros and cons are discussed in detail in the sections that follow.

## 2.3 PLAYER CUSTOMIZATION

You can also change the appearance and name of a player to recreate your own fantasy team. Any number of new teams can be created, saved and accessed quickly on a per match basis.

## 3. BATTING IN-DEPTH

The core principle behind batting in Cricket Revolution is to allow for a seamless real world feel to selecting a shot and fine tuning its placement to penetrate the field.

### 3.1 SHOT SELECTION

Choosing which shot to play on a given ball is the key to successful batting in Cricket Revolution. With a range of 34 shots to select from, divided into 5 different shot categories, this can prove to be a daunting task! So let's get started on the different shot types in the game.

The following table shows all the shots available in the game. Note that each shot is mapped onto a unique key combination, so learning all the shot keys will be essential to your mastery of the game!

DEFENSIVE SHOTS		PUSH SHOTS		Shots for Right Handed Batsmen <small>These keys will be inverted for Left Handed Batsmen</small>	
Shot Name	Keys	Shot Name	Keys	Shot Name	Keys
3rd man glance	←	Mid wicket push	Push Key - → - →	Lofted pull	Loft Key - → - →
Leg glance	→	Onside push	Push Key - ↓ - →	Lofted on drive	Loft Key - ↓ - →
Front foot stop	↓	Front foot push	Push Key - ↓ - ↓	Lofted straight drive	Loft Key - ↓ - ↓
Back foot stop	↑	Back foot push	Push Key - ↑ - ↓	Lofted cover drive	Loft Key - ↓ - ←
Duck	↑ - ↑	Cover push	Push Key - ↓ - ←	Lofted square cut	Loft Key - ← - ←
AGGRESSIVE SHOTS		SLOG SHOTS		Lofted 3rdman glance	Loft Key - ↑ - ←
Shot Name	Keys	Shot Name	Keys	Lofted sweep	Loft Key - ← - →
Hook	↑ - →	Mid wicket slog	Slog Key - → - →	Lofted reverse sweep	Loft Key - → - ←
Pull	→ - →	Onside slog	Slog Key - ↓ - →		
On drive	↓ - →	Straight slog	Slog Key - ↓ - ↓		
Straight drive	↓ - ↓	Cover slog	Slog Key - ↓ - ←		
Back foot drive	↑ - ↓	Square slog	Slog Key - ← - ←		
Cover drive	↓ - ←				
Square cut	← - ←				
Late cut	↑ - ←				
Sweep	← - →				
Reverse sweep	→ - ←				

**3.1.1 Defensive Shots:** This range of shots is used primarily to play the batsman in, keep the ball out of the wicket in an emergency situation, or to sneak a quick single. When playing a defensive shot, you are guaranteed a solid connection with little or no chance of producing an edge. Use these effectively when your batsman is fresh at the crease to settle him in.

**3.1.2 Aggressive Shots:** These are your bread and butter scoring shots. All aggressive shots are ground strokes, so you'll have to be on top of your shot placement technique to make sure you can penetrate the field with these shots. Generally, aggressive shots are not considered to be high risk shots, and produce solid results when timed and placed correctly. Watch the match and ground conditions though; you wouldn't want your ball to slow down in the outfield!

**3.1.3 Push Shots:** This is a special category of shots used in a variety of circumstances and situations to push the ball around the field. These shots have a reduced chance of producing an edge, are less risky than aggressive shots, and almost always help you achieve your desired result. Use your imagination regarding their application... has your opponent placed a fielder too deep allowing you to steal a quick double?

**3.1.4 Lofted Shots:** This category of shots is all about high scoring and taking advantage of close-in field placement. Using these shots, you can loft a ball over the infield or penetrate the outfield by sending the ball crashing to the boundary boards. However, these shots are considered to be high risk and will require accurate footwork, timing, and execution to get right. Make sure you practice, or you might find yourself on a short walk back to the pavilion!

**3.1.5 Slog Shots:** This (and a few lofted shots under special circumstances) is the only way in the game to go for maximum runs. You can charge down the wicket to hit the ball out of the park, or get down on one knee and watch the ball sail over the midwicket boundary! However you like to hit sixes, bear in mind these shots come with a very high risk tag! You'll need close to perfect timing and footwork to execute these shots; moreover a 6 is never guaranteed. Aggressive batsmen (more on this later) have a higher chance of hitting a six than do defensive batsmen, so use these shots wisely.

### 3.2 SHOT PLACEMENT

During the bowler's run up you have the ability to fine tune the placement of any shot you might be going for using the [up] and [down] keys. The placement guide appears on the field radar during the run up. Placement is an ability that is based on the batsman's skill points and his batting style.



You can control the placement of each shot by a maximum of +/- 6 levels, with each level corresponding to a fixed degree direction change in the shot's trajectory. Defensive batsmen have a greater placement ability and can utilize all 6 placement levels for their shots while aggressive batsmen are limited to only +/- 2 placement levels. (they are more capable of simply going over the fielders' heads). Balanced batsmen have a +/- 4 levels placement ability. Placement is the key to counter attacking your opponent's field settings.

### 3.3 SHOT TIMING



Like in real cricket, timing your shot is everything. The selection and placement of shots would amount to nothing if you don't get your timing right. If you play your shot early, there is a probability you may sky the ball for an easy catch; similarly, playing the ball late results in a probability of edging it or an occasional flat hit.

When facing fast bowlers, you have to naturally time the ball early to make sure you're not too late on your shot. When facing spinners, you have to wait for the ball to come to you before executing your shot to get the timing right. Additionally, all bowlers can vary their pace according to their talent. The actual pace of the ball can be judged by the color of the bowling marker, going from yellow (slowest paced) to red (highest paced) during the delivery run up. Keep in mind that talented bowlers can slow down or speed up their deliveries above and beyond the marker indicator using any special deliveries they may have up their sleeves.



This becomes a little more challenging in a networked environment where timing is heavily influenced by your internet connection. You are provided with a network lag bar to help adjust for these conditions. A slower connection to the host means that you will have to play your shots earlier.

### 3.4 BATTING GAMEPLAY

Batting well in Cricket Revolution requires more than just good timing, shot selection, and placement. It requires knowledge of your batsman's talent, skill, and their corresponding impact on gameplay. The table below depicts the batsman's abilities in detail and shows you the variance in abilities between a low skilled vs. a highly skilled batsman.



Ability	0 Talent Points	5 Talent Points	10 Talent Points
Run speed	5.5	5.5	5.5
Shot power	16	17.5	19
Timing	-	-	-
Sweet spot size	0.4	0.5	0.6
Edge probability	0.4	0.3	0.2
Late flat shot prob	0.9	0.6	0.3
Early skier prob	0.9	0.6	0.3
Placement	4	4	4

\*Note: All values in between talent points scale linearly

### 3.4.1 Batsman's Skills

**Run speed:** This is the speed with which the batsmen run between the wickets. All batsmen, regardless of talent, run at the same speed. However, if you injure a batsman (more on this later), his running speed will drop dramatically.

**Shot power:** This is one of the key differences between lower and higher talented batsmen. A higher talented batsman will hit the ball with more force than a lower talented batsman, allowing him to push the ball past fielders and penetrate the field.

\*Note: The batsman's shot power does not influence the behavior of lofted and slog shots. The shot power for lofted and slog shots is fixed and only the batsman's enhanced abilities vary the outcome of those shots.

**Timing:** Giving the batsman talent points does not improve his timing. Timing is left solely to you as a player once your batsman is out there in the middle.

**Sweet Spot Size:** This is a very important and key batting concept in Cricket Revolution. In fact, its important enough to merit its own section below, so we will expand on this in detail later. For now, suffice it to say that a higher talented batsman has a bigger sweet spot for any given shot than a lower talented batsman.

**Edge Probability:** Generating edges in Cricket Revolution is more than just a random probability for a given shot. If the bowler manages to bowl an edge generating delivery, or if the batsman makes a fatal mistake, then the probability of producing an edge as a function of batsman talent points is given in the table above. Edges, though,

are coupled strongly to the sweet spot concept and are explained in detail in that section.

**Late Flat Shot Probability:** If you're late on playing a shot, there is a chance that the shot will not connect correctly and will fall flat as a mistimed shot. That probability is known as the Late Flat Shot Probability, and is given in the table above.

**Early Skier Probability:** If you're early on playing a shot, there is a chance that the shot will not connect correctly and will pop up as a skier for an easy catch. That probability is known as the Early Skier Probability, and is given in the table above.

**Placement:** All batsmen, by default have a placement ability of +/- 4 levels. Aggressive batsmen have a reduced ability of +/-2 levels, while defensive batsmen have an increased ability of +/- 6 levels.

### 3.4.2 Batsman's Specialization

When allotting talent points to a batsman, you can choose to specialize him as an aggressive, defensive, or balanced player. Each has their advantage and disadvantages, discussed below.

**Aggressive Batsmen:** Aggressive batsmen is the way to go if you want to hit the ball out of the ground. They have increased shot power, hit the ball harder, hit longer 6s, can hit some lofted shots for 6s that other batsmen cannot, and have the highest chance of hitting a 6 in the game. On the downside, they have a higher edge probability, a smaller sweet spot, and limited shot placement abilities.

**Defensive Batsmen:** Defensive batsmen can move the ball around the field easily and are hard to get out. They have an increased sweet spot size, a smaller edge probability, and maximum shot placement abilities to penetrate the field. However, due to their defensive nature, they have reduced shot power, a smaller chance of hitting 6s, and a smaller range for their lofted shots.

**Balanced Batsmen:** As the title suggests, balanced batsmen are in between defensive and aggressive, and are good at doing a little bit of what both defensive and aggressive batsmen can do, but are experts in neither.

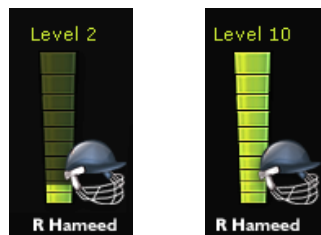
### 3.4.3 Batsman Levels

Setting batsmen talent points and specializations is done during the team management phase, well before any field action starts. However, a batsman's performance on any

given day is not only a function of his talent and specialization, but also a function of how well you apply that talent out in the middle. This is captured through concept of levels.

Ability	Level 1	Level 5	Level 10
Run speed	+0	+0	+0
Shot power	+0	+2	+4
Timing	-	-	-
Sweet spot size	+0	+0.1	+0.2
Edge probability	+0	-0.1	-0.2
Late flat shot prob	+0	-0.1	-0.2
Early skier prob	+0	-0.1	-0.2
Placement	+0	+0	+0

When a batsman is fresh at his crease, his starting level is 1. A batsman’s max level is 10, and his current level is always shown on the in-game level bar. As the batsman spends time out in the middle and scores runs, his level keeps increasing as a function of the runs scored. A higher level batsman, i.e. one who has scored a lot of runs on a given day, sees the ball better, is harder to get out, and hits the ball further. This allows for batsmen with low skill to play safe and settle in, increase their level, and then really start hitting.



### 3.4.4 Batsman States

In addition to batsman talent and levels, there are 4 states that a batsman can be in depending on dynamic factors out in the middle.



Unsettled: When a batsman is fresh at the crease, he is unsettled and needs to play himself in. During this time, the batsman is vulnerable and can easily get out if a loose shot is played. All of his abilities are reduced when he is unsettled, and therefore he is a lot more edgy than he normally would be. To settle the batsman, you must make the batsman gain 1 level.



Settled: This is the batsman's default state in the game, where all of his abilities come into play. Note that once the batsman is settled and has his eye in, he can never be unsettled for the rest of the game.



Rattled: A batsman can be rattled at any point in the game if a fast enough ball hits his body at unpadded locations. There are 5 spots that result in injury to the batsman: the toe, arm, front chest, groin, and head.

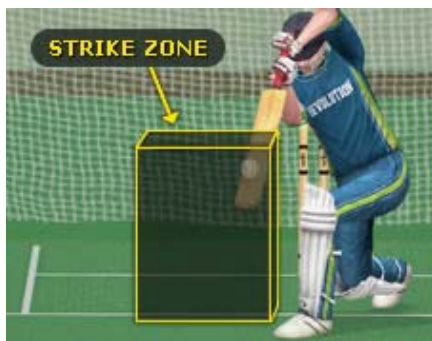
Depending on where the batsman got hit, there are three rattled states that could occur: Rattled Minor (arm), Rattled Major (toe, chest), and Rattled Critical (groin, head). Once the batsman has been rattled, his abilities are reduced severely for the next three balls, depending on how badly he's been hit. It's advisable to get the injured batsman off strike so he can recover and get back in the game, or he might prove to be easy picking for the bowlers!



On Fire: Once a batsman is settled, if his strike rate goes beyond 400% for three consecutive balls at any point in the game, the batsman becomes hot and is considered to be on fire! In this state, he sees the ball better, times it better, hits it harder, and is overall a lot more dangerous than he normally is. Once on fire, the batsman has to maintain a strike rate of 250% or higher for the last three consecutive balls faced, or else he loses his on fire bonus state.

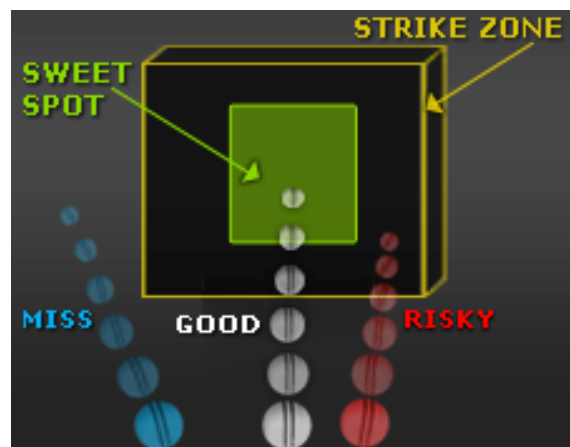
### 3.4.5 Strike Zones, Sweet Spots, and Edges

Batting in Cricket Revolution is based on the concept of Strike Zones. Each shot has its own Strike Zone that represents the area that the ball can connect with for that particular shot.



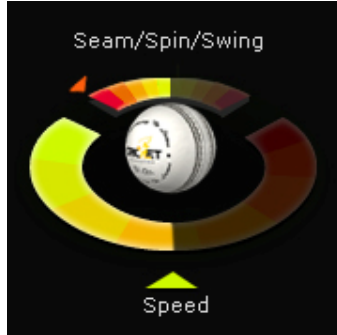
If the ball is not within the strike zone for a given shot, it will not connect with that shot. However, like in the real world, connecting the shot is just not enough and you need to get the ball closer to the 'sweet spot' within the possible area of connection. Each shot, therefore, has not only a strike zone, but also a corresponding sweet spot which is a smaller proportion of the size of the strike zone.

If you manage to hit the ball in the sweet spot for a particular shot, you will be guaranteed a proper strike of the ball based on your intended shot. Hitting the ball outside the sweet spot will result in the chance of generating an edge or a sudden lob that can go for a catch. Note that if a ball is in the sweet spot of a shot, the batsman will *never* generate an edge (unless you time the ball late, in which case the regular edge generation probability applies regardless of sweet spot connectivity). The bowler's aim, therefore, is to try and prevent the batsman from getting a ball onto the sweet spot for a given shot. This can be achieved by swinging, seaming, and spinning the ball, or bowling a difficult line. The batsman's aim, on the other hand, is to make sure he uses his feet correctly to position himself in the right place before playing a shot to guarantee a sweet spot hit. Failure to do so might result in an edge depending on the batsman's talents. This means that even though the sweet spot size for a low talented batsman is very small, a really good player could still prevent giving an edge by using appropriate footwork. All you have to do is practice!



Lastly, keep in mind that the sweet spot size for different categories of shots varies as a function of the shot risk. Riskier shots such as lofted and slog shots have a much smaller sweet spot than the push or defensive shot categories. Additionally, when a batsman is fresh at the crease his sweet spot is further reduced due to his unsettled state. So if you want to get out there and start hitting the ball to the fences right from the word go, you better be on top of your game!

## 4. BOWLING IN-DEPTH



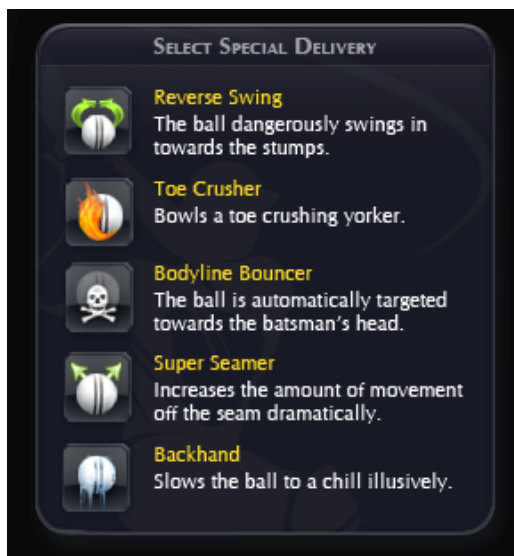
Like all controls in Cricket Revolution, the bowling system is designed to be easy to use, allowing the players to focus on *what* they want to ball instead of *how*. This is achieved via the bowling gadget. The key bowling experience in Cricket Revolution is that all delivery inputs are finalized prior to the delivery itself rather than during the run up, switching the bowler's focus to the type of delivery, the turn/swing/seam, and the line he wants to bowl depending on his field.

### 4.1 BOWLER TYPES

There are 4 types of bowlers available in the game, each type with its own advantages, abilities, and bowling style. Let's go over each of them in detail.

**4.1.1 Fast:** The fast bowler is one of the deadliest bowler types available in the game. With seaming abilities in both directions, a wide range of special deliveries, and cunning pace variation, he can be quite difficult to handle.

Special Deliveries:



Pros:

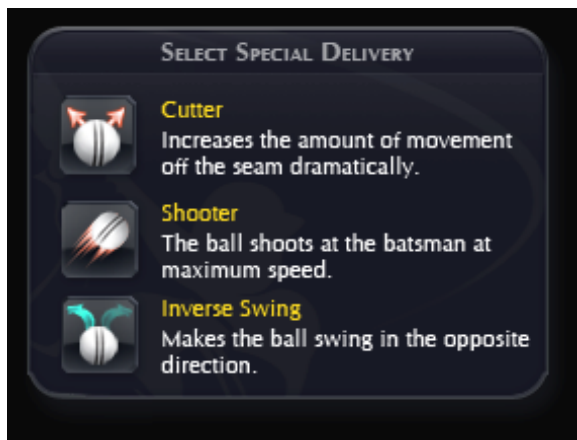
- 1) Can injure batsmen easily
- 2) Has the most special deliveries available
- 3) Can use pace variation most effectively
- 4) Can seam the ball in either direction, which the batsman cannot read
- 5) Can produce the most edges in the game due to innate talent advantage

Cons:

- 1) Is hard to use correctly (not newbie friendly)
- 2) Has the least control in the game
- 3) Can easily end up bowling no balls
- 4) Special deliveries are hard to use

**4.1.2 Swing:** The swing (or medium) bowler is the bread and butter bowler in the game. He has the ability to swing the ball into and away from the batsman. Additionally, based on the swing, the batsman has to guess the ball's trajectory since the ball does not land on the bowling marker after it swings.

Special Deliveries:



Pros:

- 1) Easy to bowl with
- 2) Has good control of the bowling marker
- 3) Forces the batsman to estimate the trajectory of the ball
- 4) Can swing the ball in either direction

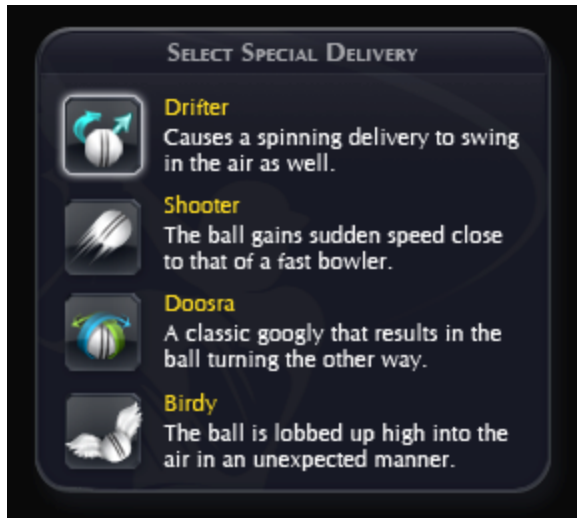
Cons:

- 1) Has limited pace variation
- 2) Has the least special deliveries available
- 3) Experienced players can predict the ball trajectory

**4.1.3 Spin:** The spin bowler in Cricket Revolution is a trickster, and can bamboozle the batsman with a host of surprises up his sleeve. You can choose from an off-spinner, leg-spinner, orthodox, or chinaman bowler to bowl at the batsman. Not only do spin

bowlers have a good selection of special deliveries, but their basic bowling ability allows them to bowl the armball/slider as well as a mini-googly, making them difficult to read.

Special Deliveries:



Pros:

- 1) Massive turn variation off the pitch
- 2) Innate special delivery advantage
- 3) Can have the batsman stumped if he charges down the wicket
- 4) Can keep the batsman guessing with a wide variety of delivery possibilities
- 5) Difficult to time

Cons:

- 1) Difficult to master and use effectively
- 2) Can be swept for a boundary
- 3) Has limited bowling length variation

#### 4.2 SPECIAL DELIVERIES AND ADRENALINE

To bowl a special delivery in the game, your bowler must max out his adrenaline bar.





A bowler's adrenaline increases or decreases during the game depending on how he's performing. For example, if the bowler produces an edge from the batsman, his adrenaline increases significantly. Conversely, if the batsman hits the bowler for a six, his adrenaline drops significantly. There are a host of other events in the game that affect adrenaline; we'll just leave those for you to discover 😊

Once the bowler has maxed out his adrenaline, he can unleash his special delivery (if available). This can be done at any time during the bowler run up before the ball is delivered by hitting the appropriate special delivery key. Depending on the bowler's talent points, he may have one, two, or no special deliveries available. Having two special deliveries allows the bowler to keep the batsman guessing which delivery will be coming at him next. All this, and more, is covered during net practice, so make sure you loosen up in the nets before taking on your opponents!

### **4.3 BOWLING STRATEGY**

There are several strategies that you can employ during bowling depending on your temperament, mentality, and cricket knowledge. Here's just a few you could use to keep the score low and the wickets high:

Disciplined line: Try setting a particular field, say a leg side dominant field, and bowling a very disciplined line such that your batsman is limited to playing shots to your fielders. Be careful though, because if you end up giving the batsman room he may guide the ball through gaps you may have left open in the field.

Pace variance: Changing pace is an essential trick up any good bowler's sleeve. Keep the batsman on his toes regarding his timing; playing the ball late or early has penalties for the batting side, and associated rewards for the bowler.

Edges: Producing an edge is an art that every good bowler must master using any of the bowler types. Try changing your line, bowling around the wicket, and experiment with your length. Bowling the right length, line, and seaming/swinging/spinning the ball repeatedly will highly increase your chances of making the batsman err and produce an edge. Make sure you have slips in place to capitalize on the edge though!

There are several other cricketing strategies you could employ as a bowler and fielding captain to get a one up on the batting side. Make sure you experiment with and explore your field setting options.

#### 4.4 MATCH CONDITIONS

Experienced players will keep an eye on match conditions and choose appropriate bowlers and batsmen depending on the conditions they are playing in. The weather and stadium both highly impact gameplay, and it will serve you well to pay attention to those factors.

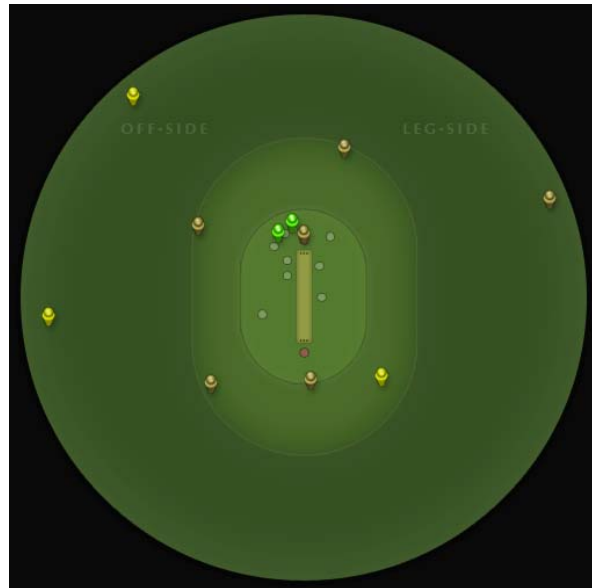
Pitch Type: A grassy pitch suits fast bowlers, where the ball tends to seam off the pitch better. It also slightly aids the spinners in giving the ball just a bit more zing off the wicket. A flat pitch on the other hand is a fast bowler's nightmare where the ball will tend to seam less and easily come on to the bat. You might want to go in with a spin heavy attack!

Outfield Type: There are three main outfield variances in the game: Lush, normal, fast. The ball tends to hold up on lush outfields, where as the ball zips through easily on fast outfields. You might find it fruitful going the aerial route on lush fields, so choose your batting side specialties wisely depending on what type of outfield you are playing on.

Weather: Matches in Cricket Revolution can be played in two weather conditions: Clear or Overcast. The moisture in the air during an overcast match aids the swing bowlers, so be prepared for some big swings! Additionally, the moist ball tends to come off the bat slower, and seams and spins lesser since its harder to grip.

#### 5. FIELDING IN-DEPTH

Bowling to a certain line and length is just half the story in real bowling scenarios – field placement is the other half. Cricket Revolution offers the ability to place your fielders freely restricted only by standard rules including power-play. Another exception to free placement is designated spots that are extremely close up, for example, silly point or the slips. You can choose from one of the quick preset settings or create your own custom field setting and save it for later use. Selecting and placing your fielders carefully is key to successful fielding captaincy, and can make all the difference between winning and losing a match.



## 5.1 FIELDER SKILLS

Fielders have several abilities which get affected by their talent points.

Ability	0 Talent Points	5 Talent Points	10 Talent Points
Anticipation	Slow	Average	Fast
Dive Range	0	1.25	2.5
Throw Speed	16	19	22
Throw Accuracy	0	0.5	1
Run Speed	4.5	4.75	5
Catch Accuracy	0.5	0.675	0.85

**Anticipation:** This is the ability of the fielder to react quickly to an approaching ball. Higher talented fielders have higher reaction speeds and will quickly pounce on a ball compared to lesser talented fielders who might let a fast moving ball whiz past them.

**Dive Range:** Fielders in Cricket Revolution can dive and stop balls which they might otherwise miss. Lower talented fielders have a limited dive range, where as higher talented fielders can dive further and can make some impressive catches and stops.

**Throw Speed:** Low talented fielders tend to have a weaker arm and have a lobbed throw vs. higher talented fielders who get the ball back to the keeper in a flat, quick, throw. This can help generate run outs when your opponent least expects it.

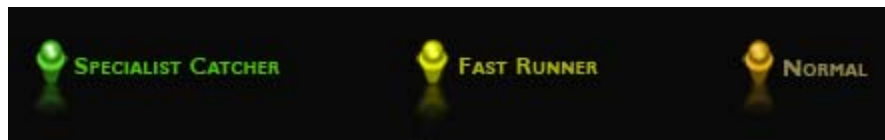
**Throw Accuracy:** There are 4 levels of throw accuracy in the game: A direct hit, a throw right over the stumps, a throw slightly away from the stumps, and a wild throw well away from the stumps. The accuracy of the throw is governed not only by the fielder's talent points, but also by the distance from which the fielder is throwing the ball in from. When the ball is closer to the stumps, the fielder is more likely to be accurate versus when the ball is in the outfield, where accuracy becomes a challenge. A good fielder has a higher chance of generating direct hits and accurate run-out throws.

**Run Speed:** Simply put, higher talented fielders run faster and so can stop balls that lower talented fielders cannot. Use this to your advantage when choosing which fielders you want to place on the boundary and in sweeper positions.

**Catch Accuracy:** Nothing much to cover here; when a fielder can catch a ball, there's a chance that he may drop the catch governed by the catch accuracy.

## 5.2 FIELDER SPECIALIZATION

There are two kinds of fielder specialists available in the game: a runner and a catcher. When you open up the field settings panel, you will see these specialists marked on your field placement map, allowing you to identify them quickly and place them according to your strategy.



**Catcher:** If you specialize a fielder as a catcher, his catching accuracy gets maxed out. That is, he will never drop a catch. Place these fielders wisely in spots where you expect your opponent to hit in the air.

**Runner:** Fielders specialized as runners do just that; they run very fast, much faster than even a regular high talented fielder. You most likely would want to place these fielders on boundaries and in other places where they need to cover a lot of ground.

## 5.3 FIELDING BASICS

You can choose to use any of the preset fielding positions available in the game, but we highly encourage you to experiment with your own specialized fields and come up with bowling strategies to bowl to your field. One of the unique features in Cricket Revolution is that you can place your fielders literally anywhere on the field (within ICC rules). That opens up a myriad of fielding strategies and options. We won't reveal much here, but a few pointers to keep in mind are:

- 1) Do not underestimate the importance of having talented fielders in your squad
- 2) Position your specialists wisely
- 3) Remember, your opponent can only see *where* a fielder is placed; he does not know which fielder it is or what his abilities are. Take advantage of that.
- 4) Bowl to your field! Don't set fielders on the leg side and give the batsman a juicy length ball on the off!
- 5) There's no point in making your batsman edge a ball if there's no one in the slips to catch it! Make sure you set your field as per your strategy.
- 6) Keep an eye on the running between the wickets and where the ball is in the field. You can choose which end you want to throw the ball in to, so switch your throw end often to get the ball back to the stumps quickly and generate run out chances.

## 6. GAME MODES

There are three main gaming modes in Cricket Revolution accessible from within the game, listed below. Additionally, there are a host of community and online features on our website that are detailed in our [Community Guide](#).

### 6.1 ONLINE PLAY WITH REVOLUTION ONLINE

This is the primary mode of game play. It gives you access to all of Cricket Revolution's gameplay, community, and competitive features, allows you to connect with your friends, and keeps a track of all your statistics, performance data, and match winning scores and innings that we know are important to you!



Revolution Online is a complete in-game community where you can connect with and play against other logged in players. The community system also tracks all of your official ranked matches and your complete career statistics can be viewed online at <http://www.cricketrevolution.com>. Your statistics also feed into the overall [leader board and ranking](#) systems.

**6.1.1 Chat Rooms & Friends:** Country based chat rooms allow you to connect with people who are closer to you regionally. You can add online people as friends and communicate with them privately using the built-in friends' messenger. This messenger is also available in game lobbies so that it is easy for you to call in friends from anywhere within Revolution Online.

**6.1.2 Hosting & Joining Games:**



Hosting and joining games is simple and flexible where you can host a game with a setting of your choice or sort through already hosted games with your preferred settings. Games can be played as ranked or friendly. Only ranked matches contribute to your career stats and you can perform in any manner in a friendly match and not worry about your statistics being affected in any way.

**6.1.3 Player Profiles:**



When you log on to Revolution Online, you can view a summary of your profile in the Pavilion. This gives you a glance of where you stand globally and how far away you are from the next level. To view your or other players' detailed profile, you will have to visit our website. Additionally, if you come across any player online who interests you, you can view their mini-profile within Revolution Online itself, add them to your friend's list, or challenge them to a match.

**6.1.4 Match Making:** One of the key features of Revolution Online is that it offers very easy and seamless methods to get right into a game. There are several ways to play a match once you're online. You can:

- 1) Browse the currently available games list, join the game lobby, and start playing
- 2) Click on any of your friends and directly start a new ranked or friendly match from anywhere within Revolution Online
- 3) Host a match and invite anyone from your friend's list or from the online chat channels to join your game
- 4) Use the quick match option to specify your match settings and let Revolution Online find an optimal game for you to play and put you directly into a match with a player ranked close to your level

## **6.2 LAN PLAY**

LAN Play allows you to play against players on your local area network. You can choose any of the over formats and environment settings to your liking. Note that the weather, pitch type and stadium location affects how the ball behaves on the field. Try tweaking your squad and experimenting with your field settings for optimal results based on these different environment settings. Note that none of your stats or performances are tracked during LAN play.

## **6.3 SINGLE PLAYER**

Cricket Revolution offers a number of single player modes: A complete ten teams league, a knock out tournament and an exhibition match. Each of these modes can further be played with varying difficulties and in three different formats – 10 over slog, 20 over or 50 over ODI. The toughness of computer teams is also influenced by their real world standings. Try out these challenges and see if you are better than the computer. Hone your skills against the computer to compete in ultimate online challenges and tournaments against human opponents!



**6.3.1 Revolution League:** The Revolution League is the primary single player challenge that pits you against 9 other computer teams in a league battle to qualify for the semi-finals and battle your way to ultimate victory. There are three modes of difficulty in league mode: Division A (where teams are less talented), International (where teams are very competitive), and Superstars (where you're in for a mega challenge!). You must achieve success in the lower divisions before unlocking the higher challenges.

**6.3.2 Revolution Cup:** This mode offers a fast faced single player knock out tournament against the other world teams. With varying team difficulty, a best of 3 final, and challenging match conditions along the way, winning the Revolution Cup poses a significant challenge to the uninitiated.

**6.3.3 Exhibition Match:** This is a bread and butter exhibition match where you can select the computer difficulty, overs, and match conditions to practice against the computer and hone your skills.

**6.3.4 Net Practice:** Make sure you go over all the training sessions in net practice to get acquainted with the game, its features, and gameplay variances. In particular, warm up in

the free-form mode to fine tune your footwork and shot timing against various bowling attacks.

## 7. CREDITS

Complete credits list can be found on [www.cricketrevolution.com](http://www.cricketrevolution.com).



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