

Control Summary

In Brian Lara Cricket there are a wealth of gameplay options. The following is a detailed breakdown of every move you can perform out in the middle. For menu navigation controls, see Main Menu

Batsman

Before Bowler Bowls:

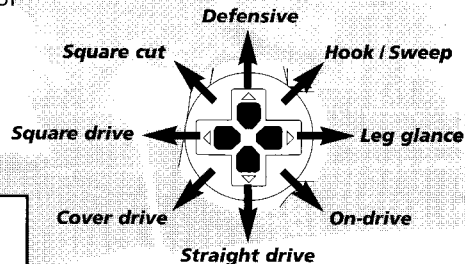
Left & Right Directional buttons	position batsman
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As Bowler Bowls

Directional buttons plus X button	normal shot
Directional buttons plus O button	six-hit
□ button	defensive shot shortcut
△ button	leave ball / duck

After Hitting Ball

X button	start run
O button	turn around mid-run



Bowler

Fast / Medium-Fast

X button	normal delivery
O button	slower ball
□ button	normal delivery

Swing Bowler

X button	in-swing
O button	out-swing
□ button	straight ball

Leg Spin / Slow Left Chinaman Bowler

X button	leg-spinner
O button	googly
□ button	flipper

Off-Spin / Slow Left Arm Bowler

X button	off-spinner
O button	arm ball
□ button	off-spinner

Bowler during run-up Fast / Medium-Fast

Tap △ button	bowl faster
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Swing Bowler

Tap △ button	bowl faster
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Leg Spin / Slow Left Chinaman Bowler

Tap △ button	vary speed / flight
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Off-Spin / Slow Left Arm Bowler

Tap △ button	vary speed / flight
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Fielding Without Ball

Directional buttons	direct fielder
X button	dive
O button	slide
△ button	select next fielder

With Ball

X button	throw to wicket keeper
O button	throw to bowler

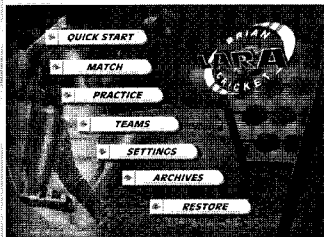


Getting Started

It is advised that you do not insert or remove peripherals or Memory cards once the power is turned on.

Set up your **PlayStation** as described in the **PlayStation** Instruction Manual.

With the power button OFF, open the Disc cover and insert the Brian Lara Cricket disc. If you wish to load or save information during play, insert a Memory card, with at least 1 free Memory card block in Memory card Slot 1. See the 'Memory card' section later in this manual for more details. Close the Disc cover before turning the power on.



Main Menu

The first screen that you will be presented with when you leave the title screen will be the Main Menu. From here you can select every aspect of the game.

Controls

Directional buttons	move between options
X button	select option highlighted
△ button	back a screen / quit
START	confirm selection
SELECT	help text

Match

Friendly, World Cup, World Series, Knockout, Test Series, Test Season, Classic Match

Quick Start

Starts a Match with the minimum of fuss

Practice

Takes you to the practice area where you can practise batting or bowling

Settings

Set your desired options for the game

Archives

Takes you to the archives area where you can view the game records and set up or view the Player Performance Tracking

Teams

View the squads and statistics for each international team

Restore

Select this to enter the Memory card screen from where you can restore any games saved to your Memory card

Settings

This allows the player to customise the game in the following ways:

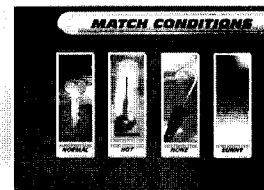
Skill Level

There are 3 degrees of difficulty; Village, County or Test. The Village level is for beginners, whilst Test is

for the real experts. County is for your average player.

Slog Mode

This option changes the computer batting style from its presets to an all action, high risk strategy whereby the computer batsmen never play defensive shots. Ideal for a quick match.



Sound

Turns the sound effects on or off.

Commentary

Turns the in-game commentary on or off.

Position Screen

Enables the player to centre the screen using the Directional buttons. Press the X button to accept the position.

Teams

Selecting this option allows you to view the statistics and kit colours for each of the 9 test playing nations. Scroll up and down the player list and press the **X** button on the player you wish to view the statistics for.



Player Statistics

This displays the characteristics and career statistics for each player. Use Left or Right Directional buttons and press **X** the button to cycle through all the players in the squad.

Practice

When you select this option you are presented with a screen asking you to select whether you wish to practise your Batting and Bowling. You can also swap between them once at the nets, from the pause menu.

Bowling

Choose from the options the type of bowler to practice with, which side of the wicket to bowl, left handed or right handed batsman, and with which camera angle.

Batting

Offers the choice of type of bowler to face, type of batsman to control and with which camera angle.



Archives

Entering this area enables the player to access the Records screen and Performance Tracking.

Records

This screen displays the highest and lowest scores achieved within the game. The records held are highest individual score, highest team score and best bowling.

Performance Tracking

This option allows you to keep a track of a player's performance. You can track both the batting and bowling performances for up to 20 players from any of the 9 test playing nations. To select the players whose performance you wish to track, or whose statistics you wish to view, highlight a slot in the player list and press the **X** button. You can also select an entire squad to track at this point.

The Records and Performance Tracking can be saved to Memory card. After a match, if these records have changed

then you will be asked whether you wish to save the changes to Memory card. If you answer NO the changes will remain until you press the RESET button or POWER button on the **PlayStation**. You can save them at a later time after another match.

Restoring this data is done when you resume play on your **PlayStation**. You will be asked whether you wish to load Archives when you start a new game or continue a saved game.

Quick Start

Selecting this option takes you straight to the action, bypassing the setup screens. The match will be a 10 over-a-side one day match played at a randomly selected location.

All that you have to do is choose your Controller setup.

Controller Setup

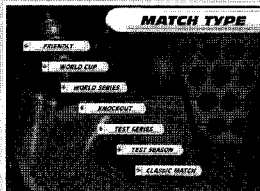
Use the Directional buttons to slide the controllers to the right or left depending on which team you wish to control. Once you have selected a team, use the Up or

Down Directional buttons to select either MANUAL or AUTO FIELDING.

NB: In any tournament you can only select to control those teams originally selected as user controlled teams.

Multi Player

The Multi tap should always be connected to Controller port 1.



Match

This allows you to take part in various Tournaments or match types.

Friendly

Set up your own custom match between any of the 9 test playing nations. It is possible to adjust the match type, kit type, pitch type,

weather, number of overs, number of days, and choose your location from any of the stadiums in the game.

World Cup

Starts a World Cup tournament involving the 9 test playing nations plus 3 teams from the less established nations pool. Up to 12 teams can be under player control. It is possible to adjust the number of overs that the matches will be played over and the location of the tournament. The tournament involves 2 stages. The first has 2 groups of 6 teams with each team playing each other once. The top 4 in each group go through to the knockout stage.

World Series

Selecting this option begins a World Series tournament in Australia. Between 2 and 5 teams can take part but 1 of those teams is always the host nation, Australia. The player will be asked to select the other 1 to 4 teams. Between 0 and 5 teams can be under player control. It is possible to adjust the number of overs that the matches will be played over.

The World Series involves the teams playing each other twice on a league basis. The top 2 teams then progress to the finals where the winner is decided over the best of 3 matches. If only 2 teams are selected for the World Series, the league stage is bypassed and just the finals played.

Codemasters Knockout Tournament

The player can take part in a straight knockout tournament involving 8 teams. It is possible to adjust the number of overs for the matches and the location of the tournament.

Test Series

This option allows you to take part in a Test Series between 2 of the test playing nations. A Test Series is a series of Test matches that are each played over 5 days and 2 innings with unlimited overs. The weather is a major factor in these matches. The actual number of matches played in the series is determined by the player and can be between 1 and 6

Test Season

The modern Test arena involves a gruelling year long journey around the world playing highly competitive Test Series against several countries. The Test Season allows you to take control of a team for between 1 and 7 of these years. A Rankings' table keeps track of each Team's performance during this time.

Classic Match

This option allows you to play in a pre-defined match that has been chosen as a classic match. Only one is available when you first play the game and it must be completed successfully to receive a password that opens up the next match. As you progress the difficulty will increase.

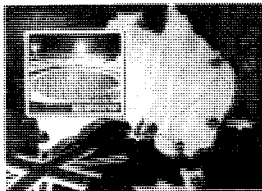
Selecting a match from the list takes you to the match details screen. Here, you are presented with a brief description of each scenario plus the difficulty level for achieving the goal. Press the **START** button to select this match.

Stats Screens

Whenever a match during one of the above competitions is played, be it a computer generated result or played by you, the statistics for the match are available from the competition's main screen by clicking on the **STATS** button. Here you can view the scorecard, batting stats and bowling figures for each team in each innings.

Map Screens

These screens enable you to view the locations and an aerial view of each stadium within the host country.



Use the Up and Down Directional buttons to move between the cricket ball markers that denote each stadium location. The aerial view for each will automatically appear.

Match Conditions Screen

This screen appears when you leave the tournament control screen to start the next match. Here you will find the pitch type, weather, temperature and rain forecast. All of these conditions are heavily influenced by the location of the match. Expect a dry pitch and hot, sunny conditions if you are playing in Delhi, or a poor rain forecast if the match is in Manchester.

Pitch Type

This is one of the most important factors effecting the path and outcome of any cricket match. Make sure you take notice of this before leaving this screen as it should influence your team selection and also your decision of whether to bat or bowl if you win the toss.

Effects of Pitch Conditions

Pitch Type	Outfield	Spin Bowler	Swing Bowler	Fast / Med-Fast Bowler	Speed	Bounce
Dusty	Fast	Lots of fast spin	Negligible	Faster w. more bounce	Fast	High
Hard	Fast	Average, increasing with time	Negligible	Faster w. more bounce	Fast	High
Normal	Normal	Not much spin	Occasional and slight movement left and right after bouncing early on	Occasional and slight movement left and right after bouncing early on	Normal	Normal
Green	Normal	Average	Fairly regular movement left and right after bouncing and more exaggerated	Fairly regular movement left and right after bouncing and more exaggerated	Normal	Normal
Damp	Slow	Lots of slow spin	Negligible	Slower and with lower bounce	Slow	Low

Weather and Temperature

This also influences the gameplay. The more humid or overcast the conditions are, the more the ball will swing for the swing and medium-fast bowlers.

Rain Forecast

Take note of this as it is likely to effect the amount of play possible.

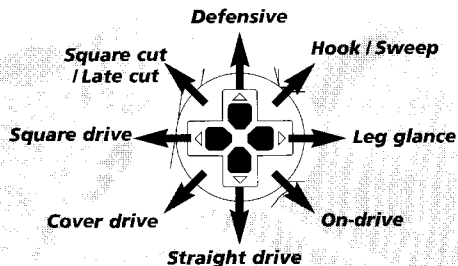
Controlling the Batsman

Press the Left or Right Directional buttons to position the batsman. Watch the white circle, this shows where the bowler intends to pitch the ball. When it turns into a small point 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 your stroke by holding the Directional buttons in the relevant direction and pushing one of the Fire Buttons (X button or O button, to actually play the stroke.

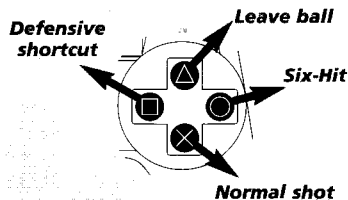
For example, holding the Left Directional button for a right-handed batsman you will play a square drive when you push the main Fire Button (X button) whereas holding the Right Directional button will play a leg glance.

Remember, timing is crucial, particularly at the Test skill level.

The full range of strokes is as follows:



These Directional button directions are for a right-handed batsman. For a left-hander the controls are reversed.



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 ability.

If you hit the ball and want to run press the X button. The batsmen will start running to the opposite end of the pitch. To take a second or third run press the X button after the batsmen have crossed or once you have reached the end of the pitch.

If you change your mind mid-run press O button and the batsmen will turn around and go back, unless they have passed each other in which case it's safer to continue with the run. If the ball crosses the boundary the umpire will signal a four or a six and the batsmen will return to their starting positions.

The Six-Hit Button

There will be times when you need to take chances to score runs in a hurry or you just fancy attempting to smash the ball out of the stadium. Choose your shot in the same way but instead of pressing the X button, use the O 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 'Six-Hit' button (O button), in reserve for those occasions when you don't have any choice but to hit-out.

Controlling the Bowler

There are several types of bowler in Brian Lara Cricket although each follows the same basic principles as regards control.

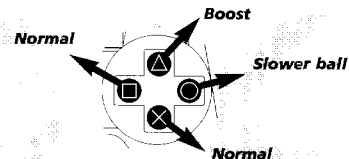
Before you can start your run-up you must decide where to pitch the ball. You only have 5 seconds to move the white circle indicating approximately where the ball will bounce using the Directional buttons. When the time is about to run-out the circle will flash. Decide on the type of delivery and press the relevant button. The circle will turn into a point and the bowler will begin his run-up.

For the fast and medium-fast bowlers there is no need to attempt to increase the speed they bowl at. However, you can put that little bit of extra effort into the delivery by tapping the Δ button during the run-up. This might just surprise the batsman but it also tires the bowler quickly and could lead to a no-ball being bowled. **NB:** The less skilled the bowler, the larger the bowling circle.

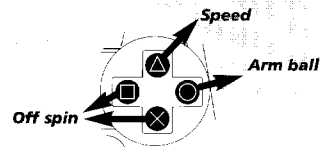
Swing bowlers can attempt to bowl a quicker ball by tapping the Δ button during the run-up but again, this could effect the accuracy of the delivery or lead to a no-ball being bowled and also reduces the amount the ball will swing. Spin bowlers can use the Δ button to vary the speed and flight of the delivery by tapping it during the run-up. This has no detrimental effects. The faster the ball is bowled the flatter its trajectory. This is good for defensive bowling but the ball will spin less the flatter it is bowled.

The controls for the various bowlers are:

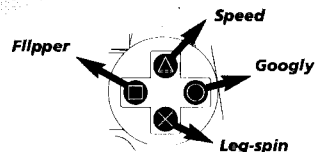
Fast bowler / Medium-fast Bowler



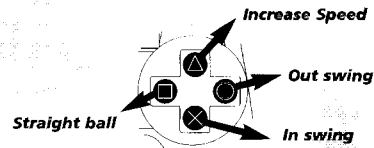
Off-Spin bowler / Left Arm Spin



Leg Spin Bowler / Slow Left Chinaman



Swing Bowler



Fielding

If the computer is controlling the fielding then you have nothing to worry about. To field manually proceed as follows.

Once the ball is hit by the batsman, the computer will select the fielder in the best position to intercept it. You then have control of that fielder, marked with an arrow pointing in the direction you should run to field

the ball. The ideal interception point will be marked by a circle. If you reach this whilst the ball is still in the air your fielder will attempt to catch the ball. If not, he will automatically pick it up. To dive use the X button or O button to slide along the ground.

You can change control to an alternative fielder if you do not like the fielder selected by the game. Use the Δ button to select the next fielder.



Once you have collected the ball, use either the X button to throw to the keeper or the O button to throw to the bowler.

Pausing the Game

Press the **START** button to PAUSE the game and invoke the OPTIONS MENU.

Options Available During the Match

Various options are available after each ball and at the end of the over. To invoke the OPTIONS MENU press the **START** button on the Controller.

Return to Action

Leaves the OPTIONS MENU and returns to the match.

Bowl Other Side

During the over it allows the bowler to bowl the other side of the stumps.

Action Replay

During Over only. Takes you to the Action replay section (see below).

Camera

Select which view to view the action from.

Save Game (Not available in Classic Match)

End of over option only. Save the current match position to Memory card.

Scorecard

Invokes the Innings scorecard.

Batting Details

Displays the innings statistics for the batting team.

Bowling Figures

Displays the innings bowling figures for the bowling team.

Change Bowler

End of Over option only. Select a different bowler to bowl the next over.

Change Batting Order

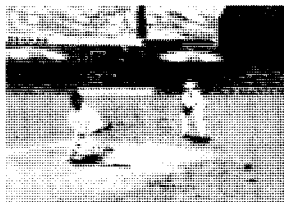
At any time during batting, you can change the batting order.

Change Field

During Over only. Allows you to adjust your field settings for the current bowler.

Weather Forecast

Displays the current weather forecast.



Generate Innings

Instantly generates the rest of the action and takes you to the end of the innings.

Declare

Allows you to declare your innings at the current score (not in the last innings of the match).

Settings

Alter the screen display and turn the sound on or off.

Quit Match

Ends the match and returns to the MAIN MENU.

Action Replay

This enables you to view the last several seconds of the action from any of the camera angles at normal speed or by using the slow motion option.

BEST XI

These are predefined line-ups that correspond to those currently representing each nation in the one day and Test arenas.

There are 3 presets for Test matches and 3 for One Day matches.

Saving to Memory card

Games can only be saved to and loaded from a Memory card in Memory card SLOT 1.

Note: Each different game saved uses 1 Memory card block.

