

New Editions and Updates

Every year a fun new edition is planned to keep you updated on the performance of your favourite player. There will be with new players added with every new edition.

To keep you updated on exciting new game developments, log onto and register at www.playwickets.com

All players' statistics are updated up to the stated date.

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Questions? Comments? Write to:

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Disclaimer: If you believe any of the information on the Wickets cards is incorrect please contact us at vote@playwickets.com

Thank you for playing Wickets™!

How to play



World's No.1 New Cricket Card Game

Congratulations! With your Special Edition of Wickets International™, you are on your way to playing with 50 of the top cricket players from across the World!

Everyone finds it easy and fun to play Wickets, and you can learn to play in minutes!

For additional game challenges and to vote for your other top 50 players visit www.playwickets.com

Game Objectives

You can play either one of two Wickets games – depending on the game time desired:

1. One Day Game: Game time up to 20 minutes -- winner is player to score the most runs after two rounds (Innings)
2. Test Match: Game time 30 to 60 minutes -- winner is player with the most runs after 4 rounds (Innings)

Players

Wickets is generally suitable for 1 to 4 players aged 7 and up, and for adults of any age.

Package Contents

The Wickets International carton contains:

- ✓ Fifty two playing cards (50 Wickets International Cricket Player cards, 2 Umpire cards).
- ✓ One "Quick Rules" card and two "Reference" cards.
- ✓ Full set of game rules.

Setting Up

1. Place "Quick Rules" card and "Reference" cards where you can refer to them easily whilst playing.
2. Set aside the two Umpires Cards until Dealing Cards.
3. Nominate a player who will score the Match, a handy score sheet and your special Wickets world map is available to download at www.playwickets.com

First Caller (Open Innings)

1. Shuffle the 50 Wickets International Cricket cards and deal one card to each player.
2. The Wickets card showing highest number of Test matches wins the right to call the first round.
3. If there is a drawn number (more than one player with the same highest number), the players who drew take another card from the deck until there is an outright winner to call first.

Winning Statistics

Each Wickets International Cricketer shows and records their latest Test and One Day statistics in categories numbered 1 to 12 for selection by players.

Your challenge is to select the best one category from the 24 available for your Cricketer and call that category in either Test or One Day. (Example: if you are dealt Sachin Tendulkar call One Day – Runs) to beat your opponents Cricketer's statistic in the same category.

Please note, the upward arrows indicate on most statistics the highest number wins for that statistic. Exceptions are Bowling - Average, Bowling - Strike Rate and Bowling – Economy, where the downward arrows indicate that the lowest number wins.

In the category Bowling – Best Bowling: The highest number of Wickets against the lowest number of runs wins (Example: 6/100 beats 4/100, 5/10 beats 5/100) and is indicated by an upward/downward arrow.

If the category statistic represented on your card as either 0 or – you automatically are out, call (Duck)

Dealing Cards

Re-shuffle the card deck including the two "Umpires" cards then deal cards for the first round.

1 Player Game: See single player rules at

www.playwickets.com.

2-4 Player Game: Deal 11 cards face down to each player to represent your team.

Set aside any remaining cards. Cards remain face down until picked up as follows.

Game Play: First Round Innings

- 1 Players pick up top card from dealt team, but do not reveal the card to others.
- 2 First caller announces best 1 category from 24 (without statistic details).
- 3 Players in turn name their Cricket Player, call same category statistic.
- 4 Caller announces Cricket Player, states statistic number.
- 5 Player with winning statistic collects losing cards and scores first Wicket runs.
- 6 Refer to Scoreboards if playing a One Day or Test Match.
- 7 All players pick up next card, winning player calls next round.
- 8 Play continues until all cards are played.
- 9 Maximum number of 11 Wickets rounds to win.
- 10 End of first round innings, players count Wickets won and record scores.
- 11 Reshuffle and deal cards for second round innings.
- 12 Player left of first caller, starts second round innings until winner emerges for the round.

Winning the Match

1. The player with the highest score over two round innings wins One Day Match.
2. The player with the highest score over four round innings wins Test Match.

Umpires Cards

The card deck contains two "Umpires Cards" which affect play as follows:

"Not Out" Umpire Card when played, this card trumps (scores over) all other played Wickets cards, and gives the player an instant Wicket win. (Call "Not Out", the decision is in your favour)

"Out" Umpire Card when played, the player loses the chance to win that round. The player has to place the card in the middle, if caller, the call is passed to the player to his left. (Call "Out", the decision is against you)

Equal Draws

If a player draws the same statistic number as the caller, or if the caller's number is trumped by a drawn number between other players:

- round has no winner and all cards remain in the centre as a bonus round.
- player to the left of the caller calls the next round, best statistic wins.
- winner picks up all cards, including bonus round, and thus wins two rounds.

If a same statistic number is encountered in a "final" round, the caller wins.

Test Match Scoreboard

Each Innings of 11 rounds should be scored thus:

- 1 Wicket = 50 Runs
- 2 Wickets = 100 Runs
- 3 Wickets = 150 Runs
- 4 Wickets = 200 Runs
- 5 Wickets = 300 Runs
- 6 Wickets = 350 Runs
- 7 Wickets = 400 Runs
- 8 Wickets = 450 Runs
- 9 Wickets = 500 Runs
- 10 Wickets = 600 Runs
- 11 Wickets (Bonus) = 800 Runs total

One Day Match Scoreboard

Each Innings of 11 rounds should be scored thus:

- 1 Wicket = 20 Runs
- 2 Wickets = 40 Runs
- 3 Wickets = 60 Runs
- 4 Wickets = 80 Runs
- 5 Wickets = 200 Runs
- 6 Wickets = 220 Runs
- 7 Wickets = 240 Runs
- 8 Wickets = 260 Runs
- 9 Wickets = 300 Runs
- 10 Wickets = 340 Runs
- 11 Wickets (Bonus) = 440 Runs total

Definitions of terms used in the categories.

1. Matches: Number of times the cricketer has played for their country.
2. Innings = Number of times the cricketer has gone out to bat for their country.
3. Runs = Total number of runs scored by the cricketer batting for their country.
4. Batting Average = Average number of runs scored each time the cricketer bats.
5. Batting Strike Rate = Average runs scored off every 100 balls faced.
6. Highest Score = Highest score recorded in one batting innings. The * indicates the batsman remained not out.
7. Wickets = Number of times the bowler has dismissed the batsman.
8. Bowling Average = Average number of runs scored against the bowler each Wicket taken.
9. Best Bowling = Highest number of Wickets taken against the lowest runs score against the bowler in one innings.
10. Bowling Strike Rate = Average number of balls bowled before a Wicket is taken.
11. Bowling Economy = Average number runs scored against the bowlers over.
12. Catches = Number of times the cricketer has caught the ball off the opposition's bat.