

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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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 Fastest Cricket Game

Congratulations! With your Special Edition of Wickets Twenty20, you are on your way to playing with 50 of the top Twenty20 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

1. Wickets Twenty20 Game: Game time up to 20 minutes -- winner is player to score the most runs after two rounds (Innings)

Players

Wickets is generally suitable for 1 to 4 players aged 5 and up, and for adults of any age.

Package Contents

The Wickets International carton contains:

- ✓ Fifty two playing cards (50 Wickets Twenty20 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 Twenty20 Cricket cards and deal one card to each player.
2. The Wickets card showing highest number of Twenty20 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.

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.

Winning Statistics

Each Wickets Twenty20 Cricketer shows and records their latest statistics in categories numbered 1 to 20 for selection by players.

Your challenge is to select the best 1 category from the 20 available from your Cricketer and call that category in either: Batting / Fielding or Bowling. (Example: if you are dealt Brendon McCullum call: Batting / Fielding – High Score to beat your opponents Cricketer's statistic in the same category.

Please note, the upward arrows indicate on most statistics the highest number wins except Bowling - Average, Bowling - Strike Rate and Bowling – Economy, the downward arrows indicate the lowest number wins.

In the category Bowling – Best Innings / Match: The highest number of Wickets against the lowest number of runs wins e.g. 4/60 beats 3/20 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)

If the * appears next to Highest Score, means the player remained Not Out, if equal number, the * wins.

Winning the Match

The player with the highest score over two round innings wins Wickets Twenty20.

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 20 (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 Twenty20 Scoreboard.
- 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.
- 13 End of second round innings, players count Wickets won and records scores.

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.

Wickets Twenty20 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	=	100 Runs
6 Wickets	=	160 Runs
7 Wickets	=	180 Runs
8 Wickets	=	200 Runs
9 Wickets	=	220 Runs
10 Wickets	=	240 Runs
11 Wickets (Bonus)	=	280 Runs total

Single Player Rules

To challenge yourself:

- 1 Deal one card to four "dummy players" face down.
- 2 Select the "player" you wish to play with and to play against.
- 3 Turn over dealt card for each "player".
- 4 "Player" with Highest Twenty20 Match number wins right to call first.
- 5 Pick up all Wickets and Umpires cards
- 6 Shuffle and deal 11 cards to each "player", face down.
- 7 Set aside any remaining cards.
- 8 Turn over first card on "player" which calls first.
- 9 Select the single "best" statistic from the 20 provided.
- 10 Turn over first card left on other "players" including your own.
- 11 Play each round on its merits.
- 12 "Player" with the best statistic number wins the round.
- 13 Winning "player" collects losing cards and score runs.
- 14 Winning "player" turns over next card and plays on until all cards are played.
- 15 "Player" with highest score over 2 rounds wins the Wickets Twenty20.

Definitions of terms used in the categories.

Matches: Number of times the cricketer has played Twenty20 cricket.

Batting / Fielding

- [1] **Innings** = Number of times the cricketer has gone out to bat.
- [2] **Runs** = Total number of runs scored by the cricketer.
- [3] **Highest Score** = Highest score recorded in one batting innings.
- [4] **Average** = Average number of runs scored each time the cricketer bats.
- [5] **Strike Rate** = Average runs scored off every 100 balls faced.
- [6] **100's** = Number of times the cricketer has scored 100 or more.
- [7] **50's** = Number of times the cricketer has scored 50 or more.
- [8] **6's** = Number of times the cricketer has scored a 6.
- [9] **4's** = Number of times the cricketer has scored a 4.
- [10] **Catches** = Number of times the cricketer has caught the ball off the opposition's bat.

Bowling

- [11] **Balls** = Number of balls bowled.
- [12] **Runs** = Number of runs scored against the bowler.
- [13] **Wickets** = Number of times the bowler has dismissed the batsman.
- [14] **Average** = Average number of runs scored against the bowler each Wicket taken.
- [15] **Best Innings** = Highest number of Wickets taken against the lowest runs score against the bowler in one innings.
- [16] **Best Match** = Highest number of Wickets taken against the lowest runs score against the bowler in one Match.
- [17] **4W Innings** = Number of times the bowler has taken 4 Wickets or more in one innings.
- [18] **5W Innings** = Number of times the bowler has taken 5 Wickets or more in one innings.
- [19] **Strike Rate** = Average number of balls bowled before a Wicket is taken.
- [20] **Economy** = Average number runs scored against the bowlers over.