

✂ HOW TO PLAY?

- You can play as an individual or as a team. (Maximum 11 members/team).
- Decide the number of overs and wickets for each team.
- Spin a coin to decide who bats first.
- The batter starts from 'Let's Play' position.
- The bowler rolls the dice (ball) with six balls constituting one over.
- The batter navigates around the board collecting runs through his innings.
- Keep a track of the runs and wickets!
- Once the wickets/overs are exhausted, the teams switch roles.
- The player/team with more runs wins
- The process is repeated, until a winner is found.

✂ COMPONENT & EVENTS:

If the ball (dice) shows dots (., .., ... etc) upon rolling, then the batter moves along the board using the bat.

If the ball (dice) shows any specific event upon rolling, then the batter follows what's mentioned in the ball.

When either the ball (dice) or the position in the board displays:

- **1, 2, 3, 4, 5, 6:** Add the corresponding number to the batter's runs.
- **DOT:** 0 runs.
- **OVERTHROW:** Ex: Overthrow 1+1 = 2: Add 2 runs to the batter's total.
- **WIDE:** Add 1 run to the batter's tally & re-bowl again.
- **OUT:** Represents a loss of a wicket.
- **NO BALL:** Add 1 run to the batter's runs, plus any other runs mentioned in the corresponding entry in the board.
- **NOTE:** The batter should automatically move to the closest 'free hit' that follows a no-ball.
- **FREE HIT:** Add the number of runs shown in the Free Hit box to the batter's runs. If the board has Free Hit Run Out, the batter loses a wicket.
- **BYES, LEG BYES:** Add the mentioned number of runs to the batter's score.
- **-5 PENALTY:** Subtract 5 runs from the batter's score.

✂ DUG OUT & DUG OUT MAX:

● DUG OUT:

When the batter reaches Dug Out in the Board or you get a Dug Out in the ball, the batter moves to the Dug Out section and chooses a card. The batter has to implement the action mentioned in the card.

● DUG OUT MAX:

When the batter reaches the Dug Out Max in the board, move to the Dug out section, the batter and the bowler have to choose a card. The batter and bowler have to implement the action mentioned in the card.

- **LET'S PLAY AGAIN:** Move the bat to Let's Play position.
- **+10 RUNS:** Increase the batter's score by 10 runs.
- **-10 RUNS:** Decrease the batter's score by 10 runs.
- **MAIDEN OVER:** A maiden over represents 6 dot balls. If the batter gets this card in the last of his allotted overs, the runs scored off the previous deliveries in that over are nullified as well.
- **HAT TRICK:** Represents three consecutive wickets. If the batter/batting team does not have 3 wickets remaining, the number of wickets he has remaining (1 or 2) are assumed to be lost.
- **WICKET BOOST:** The batter/batting team gets an extra wicket.
- **WICKET SLIDE:** The batter/batting team loses a wicket.
- **5 FORWARD:** Move the bat 5 positions ahead on the board.
- **5 BACK:** Move the bat 5 positions backwards in the board.
- **WICKET EVEN BEFORE START:** The opponent loses a wicket even before starting the innings. In case the opponent has already batted, this card acts as a Wicket Boost.
- **BOWL IT AGAIN:** The player can utilise this card once and re-bowl a delivery (dice) when he/she wants to.
- **SUPER OVER:** The batter will not be out for six balls on the trot post receiving this card!
- **3D!** The following three balls are dot balls!
- **CONVERT 1S TO 2S:** Every 'one run' is worth two runs for the rest of the innings.
- **BONUS 4 & DUG OUT:** The batter gets 4 runs extra and also has to take another card from the Dug Out and implement it
- **WICKET & DUG OUT:** The batter loses a wicket and also has to take another card from the Dug Out and implement it
- **ONE EXTRA OVER FOR YOU:** The player gets an extra over
- **ONE EXTRA OVER FOR OPPONENT:** The opponent player gets an extra over
- **ONE SHORT:** Every 'run' is worth one run less than the original value for the rest of the innings.
- **SWITCH HIT:** The direction of the innings in the board reverses.