Cricket Player Manager – Game Manual

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Introduction

Cricket Player Manager is a turn-based strategy game that focuses on the management of an individual cricketer. The aim of the game is to manage a young cricketer from 2nd grade level and guide the player through to selection in the national side. As manager, you will hire support staff, manage contracts, set training agenda, negotiate sponsorship deals, and much more.

Cricket Player Manager for Android is based on the game originally developed for PC by Andrew Banson in the year 2000. Andrew always wanted to make a game that focused on the individual player, rather than the management of a team. The PC version was developed over a weekend and was very “amateur” to say the least. As the popularity of gaming on hand-held devices grew, Andrew decided to revisit the idea of the game and invest the time to develop the game he always wanted to make.

Cricket Player Manager is broken up into four levels; these are “2nd grade”, “1st grade”, “first class”, and “international”. In order to progress to the next level, the young cricketer is required to impress the selectors with solid match performances.

When starting out a new career, a young 2nd grade cricketer is completely randomised. The manager at this stage does not know much about the cricketer - the young cricketer could be the next Tendulkar or a player that struggles to even make the national side. The attributes and skills of the player are randomised at the start along with the player’s potential. It is the role of the manager to highlight the strengths and weaknesses of the player. Some players might be batting all-rounders and some players might be bowling all-rounders.
Below is a list of just some of the many different types of players in **Cricket Player Manager** that are randomised at the start:

**The great leader:** These players often become captain of the team.

**Injury prone:** These players struggle throughout their career with injury problems.

**The bad boy:** These players are often getting themselves into trouble.

**Popular and marketable:** These players attract more sponsorship deals and generally earn more money.

**Heart:** Players with a lot of heart can pull off great match performances and they also train very well.

**Low mentality:** These players struggle with low mentality throughout their career, which will affect performance.

**Mr Cricket:** These players have high match intelligence and maintain a healthy mentality.

**The disliked player:** Despite how well these players might perform, they are simply not liked by the public.

**The athlete:** These players are strong and agile. They also have a lower risk of injury.

Although your player might have a negative trait, this does not mean that your player will have a poor career. If you can highlight the type of cricketer that you have early on, than you can change the way in which you manage your player. For example, if you have a player that is injury prone than you should avoid high intensity training and you should focus on increasing the **Agility** attribute. Players that are injury prone should also always have a **physiotherapist**.

It is important as manager to recognise issues and rectify them quickly. If all of a sudden your player starts to perform poorly, than there will be a reason behind this. Perhaps the player has low mentality or fitness levels. Or, perhaps the player needs to be trained more in a particular area. Hiring support staff can help you resolve a lot of these issues. A **sport psychologist** will improve mentality, a **physiotherapist** will improve fitness, and a **performance analyst** will help you determine which areas you should focus player training on.

You need to be patient with your player. Your player may experience form slumps and may not always perform to your expectations, but this does not mean that you have a dud player. It may take a few years for your player to develop.

**Cricket Player Manager** is about guiding a young cricketer to success. However, as manager your goal might also be to make a lot of money. You need to decide what type of manager you want to be. If you want to earn a lot of money, than you have the option to buy/sell shares and also invest in property. A quick way to make money is to sign major sponsorship deals or sign your player to **twenty20 leagues**. Some of these decisions can have a downside. For example, if your player plays in **twenty20 leagues**, than this can have a negative effect on mentality and fitness levels, which can in turn affect performance in the regular season.

This game was designed to make you think. So, have a good read of this manual and understand how the different attributes and support staff can help your player. Understand that all players you begin with are different and that you may need to change your management approach for different players - there are many different strategies that you can employ.

Enjoy the game!
Player Profile

The Player Profile screen displays an overview of your player’s performance along with other information for the current level. This screen will display statistics including your player’s batting average, highest score, total runs scored, matches played, and wickets taken.

The Player Profile screen also lists your player’s form, popularity, mentality, and fitness levels. As the player manager, it is important that you keep track of these levels, because this information will be useful for you when making important decisions.

Form

The form level is calculated based on your player’s performance in recent matches. The higher the form level, the better your player has performed recently. This rating will take into account both batting and bowling performances.

Popularity

Over the course of your player’s career, your player’s popularity level will increase. A high popularity level will attract sponsorship and sponsors will be willing to pay you more money.

Your player’s popularity will increase when your player is selected in higher profile teams. Your player’s performance can also affect popularity. If your player performs very well in big games, than your player’s popularity will grow. If your player performs poorly, than this can have a negative effect on popularity.

Mentality

Your player’s mentality level is very important. A low mentality level will have a negative effect on your player’s performance.

There are a number of things that can affect your player’s mentality. These include match performance, personal events, and also injury. Performing well in a match can increase player mentality.

At first-class level, you have the option to hire a sports psychologist, who can help maintain a healthy mentality for your player. Your player’s mentality level will have a very strong impact on player performance at first-class and international levels.

Tip: At 2nd grade & 1st grade levels, setting your manager focus area to ‘Mentality’ will help improve your player’s mentality level.
Fitness

It is important to maintain high fitness levels for your player. A low fitness level will have a negative effect on your player’s performance.

Some players are more prone to injury than others and some players might have recurring issues in a certain area, for example hamstring issues. Managers have the option to hire a physiotherapist to manage player fitness levels and to reduce the risk of injury. At higher levels, better physiotherapists can be hired and they will be able to treat your player in more areas. Maintaining a higher fitness level is more important at first-class and international level. The closer your player is to being 100% fit, the better your player will perform.

Tip: At 2nd grade & 1st grade levels, setting your manager focus area to ‘Fitness’ will help improve your player’s fitness level.

Attributes

Assigning attributes to your player is an important part of Cricket Player Manager. Attribute points are accrued when your player gains experience playing matches. If you have built up a collection of attribute points, than it is in your best interest to assign them to your player as soon as you can.

Attribute points allow you to shape the type of cricket player that you want to produce.

Below is a list of attributes along with their benefits to your player:

**Intelligence** - Improves your player’s judgement. Your player will have better ability to read the conditions and know when to attack and defend. Intelligence can also help your player gain captaincy.

**Agility** - A high agility level can help maintain fitness levels and reduce risk of injury.

**Flair** - Players that have high flair will gain a lot of popularity. Players with flair will also attract sponsorship.

**Heart** - Players with a lot of heart can achieve even when conditions are tough. Players with a lot of heart can also go on to score plenty of runs in an innings.

**Strength** - Strength can help a batsman score runs fast and aggressively. Strong bowlers can bowl consistently for long periods of time. A high strength level can also reduce risk of injury.

**Reflexes** - A good batsman will have good reflexes. A high level of reflexes will help your player score plenty of runs.

Every player has a maximum potential in each area. This value is randomised and some players will have a higher potential in certain areas than others. Sending your player to certain specialised workshops can improve potential. Giving money to charity can help increase heart.
As your player reaches career end, these attributes will start to deteriorate. The manager can assign more attribute points to try and counter this deterioration.

Tip: Avoid adding all of your attributes in one area and neglecting other areas. Doing this may have a negative effect on your player’s performance.

Training

Player training is another very important part of building a successful player in *Cricket Player Manager*. When you are first assigned a player, the player will have a randomised level of skill in different areas. The player will also have a randomised potential in these areas. It is up to the manager to determine in what areas the coaching staff will focus on. Some players are batting all-rounders and some are bowling-all-rounders, so the manager needs to determine how the training is to be weighted.

In order to train your player, you must hire a *Head Coach*. There is no point hiring a *Battling Specialist* or a *Bowling Specialist* if you have not hired a *Head Coach*. A *Head Coach* is the most important staff member when it comes to training your player.

View the *staff* section of this help manual for information on how different staff can be used to train your player.

You can train your player with either high intensity or standard intensity. High intensity will yield better results, however the risk of your player being injured is increased. Before important matches, it is recommended that you train your player with standard intensity.

Tip: It is recommended that every few weeks you change the training programme. If you focus on certain areas only, you might neglect other areas. Hiring a Performance Analyst is great way to find out which areas you should be focusing on.
Physio

As mentioned above, it is important to maintain high fitness levels for your player. A low fitness level will have a negative effect on your player’s performance.

Some players are more prone to injury than others and some players might have recurring issues in a certain area, for example hamstring issues. The fitness level of some areas might deteriorate quicker than others, so it is important to monitor the problem areas.

In order to maintain a healthy fitness level, you need to hire a physiotherapist. At the early stages of your player’s career, it may not be required to hire a physiotherapist. However, as your player reaches higher levels within the game, a physiotherapist will be essential for your player to perform at the highest level.

If your player becomes injured and you have hired a physiotherapist, you have the option to refer your player to a specialist. You also have the option to send your player to a specialist when certain areas become very low. The specialist will cost money, however the recovery time may be improved. Sending your player to a specialist can be a bit of a gamble.

Tip: As your player reaches the higher levels, it is important to continually review the fitness levels. At International level, it is certainly recommended that you hire a Level 4 Physiotherapist. A Level 4 Physiotherapist will be able maintain nearly all areas.

Staff

As manager, you will be required to hire support staff for your player. As you progress through the game, more staff will become available to you. For example, when you reach first-class level, you can hire a Financial Advisor who will give you advice on the stock market and also property.

Support staff are also rated. Some staff are rated from level 1 to 4 and other staff are rated from level 1 to 2. The higher the staff level, the more effect the staff member will have on your player. As you progress through the game, staff at higher levels will become available. If you fire a staff member, than you will be required to pay the staff member four weeks pay.
Below is a list of different staff that can be hired in Cricket Player Manager:

**Head Coach**  
*(Available at 2nd grade)*

If you want to train your player, than it is essential that you hire a *head coach*. A *head coach* is one of the most important support staff in the game. A *level 1 head coach* will allow you to train in some batting and bowling areas and you will be able to specify up to four areas initially. When you hire a *head coach* at a higher level you will be able to train in more areas. Head coaches at a higher level will also have more effect on your player.

**Batting Specialist**  
*(Available at 2nd grade)*

To utilise a *batting specialist*, you must first have hired a *head coach*. A *batting specialist* will allow you to train in more batting focused areas. When you hire a *batting specialist*, you will also be able to train in more areas. For example, a *level 1 batting specialist* will allow you to assign two extra training areas. Batting specialists at higher levels will have more effect on your player.

**Bowling Specialist**  
*(Available at 2nd grade)*

Similar to a *batting specialist*, you must first have hired a *head coach* before you can use a *bowling specialist*. A *bowling specialist* will allow you to train in more bowling focused areas. A *level 1 bowling specialist* will allow you to assign two extra training areas. Bowling specialists at higher levels will have more effect on your player.

**Physiotherapist**  
*(Available at 2nd grade)*

It is important that your player maintains a high level of fitness. If your player’s fitness level drops, than this will have a negative effect on player performance. A *physiotherapist* will allow you to specify areas of treatment for your player. At *level 1*, you can specify two areas and at higher levels you will be able to treat more areas at once. If you have hired a *physiotherapist*, you should regularly review your player’s fitness levels and assign treatment accordingly.

If your player is injured or if fitness levels become really low, you can refer your player to a specialist. A specialist will cost money; however can improve recovery time for injury.

**Marketing Manager**  
*(Available at first class)*

A *marketing manager* will help you find more sponsorship deals and ensure that you make more money from each deal. A marketing manager is also essential if you want to secure major sponsorship deals.

If you don’t have a *marketing manager*, than the maximum number of sponsorship deals you can have is three. When you hire a *level 1 marketing manager*, you can have up to five sponsorship deals and when you hire a *level 2 marketing manager*, you can have up to seven.

**Performance Analyst**  
*(Available at first class)*

A *performance analyst* will analyse your player and in six weeks send you a report. The report will help you determine which areas you should focus your training on. Included in the report are high performing areas, low performing areas, and also high potential areas. When you hire a *performance analyst*, you can specify whether the report is focused on batting or bowling.
Financial Advisor
(Available at first class)

If you want to invest your money, than it is recommended that you hire a financial advisor. If you hire a financial advisor, then you will receive regular information regarding the stock market and also property. The financial advisor will notify you of companies that you should stay away from along with companies that you should invest in. You will also be notified of good and bad properties that are available on the market.

Sports Psychologist
(Available at first class)

It is important that your player maintains a healthy mentality. A low mentality will have a negative effect on player performance. A sports psychologist can be hired to improve your player’s mentality. There are two levels of sports psychologists and a level 2 sports psychologist will achieve better results.

Messages

Whilst playing Cricket Player Manager, you will receive many messages. These messages range from notifications of workshops that your player can attend through to offers of sponsorship deals. It is recommended that you check your messages regularly, because messages will expire over a certain time and you might miss out on that contract offer you were waiting for.

When you open a sponsorship offer or a team contract offer, you will have the option to negotiate. When you negotiate, you can set the price that you want. Your offer will either be accepted or declined. After a certain amount of negotiation rounds the offer might be withdrawn, so it is important that you try and secure the deal quickly.

Below is a list of some of the different messages you might receive in Cricket Player Manager:

- Batting and bowling workshops
- Development camps
- Messages from staff
- Messages from the cricket board
- Team contract offers
- Sponsorship offers
- Financial advisor notifications
- Charity
- Illegal Activity (match fixing and performance enhancing drugs)
Manager

The manager screen is different depending on the level that you’re at. When you’re at 2nd grade and 1st grade levels, the manager screen allows you to monitor objectives set by the cricket board and you can also specify a focus area.

In the early stages of your player’s career, the cricket board want to see that your player is performing well and that you are doing a good job as manager. If you achieve the objectives set by the cricket board, than they will reward you financially. It is of great benefit to achieve these objectives, because money can be very hard to come by in the early stages of the game. In the manager screen, you will see what objectives you need to achieve along with your progress in achieving the objectives. In saying this, you don’t have to do what the cricket board say - you have the option to completely disregard the objectives set.

Focus areas can also be set in the manager screen at 2nd grade and 1st grade levels. Setting a focus area allows your player to achieve in a certain area without hiring support staff. This becomes handy when you are low on funds.

Below is a list of the focus areas that can be selected:

- **Batting Skill**: Your player’s batting skill will increase.
- **Bowling Skill**: Your player’s bowling skill will increase.
- **Fitness**: Your player’s fitness level will improve each week.
- **Mentality**: Your player’s mentality level will improve each week.
- **Marketing**: The popularity of your player will increase.
- **Level Promotion**: You can increase the chance of your player moving up to the next level. Use this option wisely; because you want to be sure that your player is ready for the next level.

When you reach first-class level, you can no longer receive grants from the cricket board and therefore there are no manager objectives set.

The manager screen at first-class and international levels will show the following:

- Southern and northern hemisphere team contracts
- Stock value and the ability to buy/sell shares
- Property value and the ability to buy/sell property
- Performance analyst reports can be viewed if a Performance Analyst has been hired
Contracts

Your player can sign a team contract with one southern hemisphere team and also one northern hemisphere team. When a contract is about to expire, the team will either offer to renew your player’s contract or choose not to renew the contract – this will often depend on how well your player has performed. Around this time, other teams might also approach you with contract offers. If your player has been performing well, than sometimes it is best to hold out and wait and see what other teams will offer. However, if you wait too long than the teams might withdraw their offer.

If you sign a contract with a new team than your player will only begin playing for that team once the existing contract has been fulfilled.

Team contract offers are viewed and negotiated via the Messages Screen.

Stock Market

At first-class level, managers have the option to invest money in the stock market. When the Buy/Sell Shares button is selected, a list of companies along with their share price will be listed. Managers can buy and sell shares in these companies and each week the share prices will be updated. Buying and selling shares is a great way to earn extra money, rather than leaving all your money in the bank. If you want to invest big in the stock market, than it is recommended that you hire a Financial Advisor. A Financial Advisor will notify you of great investment opportunities along with companies or industries that you should stay away from.

Property Purchase

Another way to invest your money is through the purchase of property. Property can be expensive to purchase, however can yield higher returns. If you are planning to buy property, than it is recommended that you hire a Financial Advisor. A Financial Advisor will notify you of great investment opportunities and will also notify you of properties that are bad investments.

The best way to make money through buying/selling property is to start small and work your way up. If you have purchased property, than there is the chance that someone might come along and give you an offer that you can’t refuse.

Performance Analyst

If you have hired a Performance Analyst, than you will be able to view the performance analysis results via the Manager Screen.

A performance analyst will analyse your player and in six weeks send you a report. The report will help you determine which areas you should focus your training on. Within the Manager Screen, you
can specify whether the analysis focuses on batting or bowling. The skill rating for your player in batting and bowling areas is not exposed, so a Performance Analyst will help you work out your player’s strengths and weaknesses. You will then be able to determine, which areas your coaches should focus on.

Tip: A Performance Analyst is not always required. So you can save money by firing your Performance Analyst after you have received the required reports.

Statistics

People who love cricket also love the statistics associated with the sport. In Cricket Player Manager, we have included a Statistics Screen that allows you to view graphs and other information for your player’s entire career.

Below is a list of some of the graphs that are displayed in the Statistics Screen.

- Runs per innings (and batting average)
- Strike-rate
- Wickets per innings
- Bowling average
- Runs scored percentage
- Dismissal percentage
- Weeks injured
- Injury type percentage

It is recommended that you constantly review your player’s statistics. You can use this information to ascertain your player’s strengths and weaknesses. As mentioned above, some players are batting all-rounders and some players are bowling all-rounders. By reviewing the injury charts, you can find out if your player is frequently injured in a certain area. A Physiotherapist can be hired to help treat your player in the problem areas.

Match Screen

The Match Screen is displayed when your player plays in either a regular season match or a tour match. The Match Screen will display your player’s batting and bowling performances for the match played.
When your player plays a match, your player will accrue Attribute Points. These Attribute Points can then be assigned to your player via the Attributes Screen.

The bottom right corner of the screen will display a Match Rating. This rating is calculated based on your player’s batting and bowling performances in the match. If your player performs poorly with the bat, your player can still receive a high match rating with a solid bowling performance.

Events

Selection Crisis

The Selection Crisis screen can be displayed for one of two reasons. Either the selectors are considering dropping your player because your player is performing poorly, or because a rival player is vying for a position in the team.

As manager, you have the option to try and resolve the situation quickly. If your player is experiencing a form slump due to fitness issues or mentality issues, than this screen allows the manager to do something about it.

This screen also allows the manager to arrange intense training sessions or train your player in more areas. In doing so, your player will train harder for the next few weeks in the hope that performance will improve and your player can cement a spot in the team.

If your player performs poorly over the next few weeks, than the team selectors may decide to drop your player from the team.

Tip: As manager, you should always be aware of your player’s fitness and mentality levels. This screen gives the manager a great opportunity to quickly resolve these issues.

Injury

Over the course of your player’s career, your player might get injured. As previously mentioned, some players are more injury prone than others.

Below is a list of tips to minimise injury:

- Hire a Physiotherapist
- Train with Standard Intensity (before important matches)
- If your player is injured and you have hired a Physiotherapist, you can send your player to a specialist. This will cost money, however might improve recovery time.
- Towards the end of the season, your player’s risk of injury will increase. So, towards the end of the season you might choose to train with Standard Intensity.
Tours / Emerging Players Squad / Development Camps

At 2nd grade and 1st grade levels, your player can attend representative tours, emerging player tournaments, and development camps. However, you cannot double-book your player; if you book your player to attend a development camp than your player may not be able to attend a representative tour.

Below is a list of the advantages of attending these:

- **Representative Tours** help your player gain experience playing at a higher level. They help prepare your player for more difficult levels. If your player performs well in a tour, say the u19’s World Cup, than this is documented on your player’s history. Players who are awarded ‘player of series’ are also rewarded financially.
  
- **Development Camps** will improve your player’s skill in both batting and bowling. However, your player won’t gain any experience. Development Camps are of great benefit at the early stages of your player’s career. The manager can pay to book a player into a development camp.
  
- **Selection in an Emerging Players Squad** will improve both your player’s skills and experience. The manager will be given attribute points that can be assigned to the player. However, there are no rewards if your player excels. Emerging Player Tournaments do not cost the manager anything.

Overseas Clubs (end of 1st grade season)

At 1st grade level, you have the option to sign your player to an overseas club for the off-season. Your player must be over the age of 20 to do this. Signing your player to an overseas club in the off-season is a great way to earn extra money - earning money at 1st grade level is tough.

If your player is eligible, club offers will be sent to you via the messages screen.

Twenty20 Auction

At International Level, you will have the option to enter your player in the Indian Premier League player auction. If your player is selected, than you can earn a lot of money. The downside to playing twenty20 is that doing so might have a negative effect on your player’s fitness and mentality levels. This in turn might affect your player’s performance in the regular season. If you want to earn a lot of money, than signing a twenty20 contract is good path to take.

Your player will be selected based on a number of different criteria. Your player must fit the mould of a good twenty20 player. If your player has a poor strike-rate or low averages, than your player may not be signed. If your player is in good form and has performed strongly in the regular season, than your player’s value will increase. The better your player, the more money you can make in the auction.
Major Sponsorship

Another way to make a lot of money during International Level is to sign a major sponsorship deal. To do so, you must have hired a Marketing Manager. Your Marketing Manager will ask you to invest in a promotional campaign for your player in order to attract big sponsors. The more money you invest, the better your chances are of securing the contract.

Companies will pay your player based on a number of different criteria including your player’s performance and your player’s popularity level. The better your player is, the more money your player can make in a major sponsorship deal.

Tip: A Level 2 Marketing Manager will have a better chance of attracting big sponsors.

Match Fixing / Performance Enhancing Drugs

To reflect the darker side of cricket, managers have the option to fix matches and supply their players with performance enhancing drugs. Requests to do such things are found via the messages screen.

Although this can be a quick way to earn a lot of money or increase player performance, the chances of getting away with illegal activity is very, very slim. Sooner or later, your player is going to get caught and it will be over. It is never recommended to go down one of these paths. Even if your player ends his career and does not get caught, there is a chance that your player will not be allowed to be submitted to the Online Records.

Tip: Avoid the temptation. It will annoy you if your player’s career ends so soon after all the effort you have put in.

Cricket Academy

At International Level, you have the option to launch a cricket academy in your player’s name. Doing so can cost a lot of money, however the next player that you manage will attend this academy and will begin his career with added skills and attributes.

‘Menu’ Button

When you select your device’s ‘menu’ button, the following options will appear:

- **Exit Application**: Exits the game.
- **Online Help**: Opens the latest help document online (in your device web browser).
- **Open Website**: Opens www.cricketpm.com in your device web browser.
- **View Highest Scores**: View the highest scores saved on your device.
- **View Player Awards**: View awards won by your current player.
- **View Player History**: View the career history for your current player.

At the end of your player’s career, your player can be submitted to the Online Records if enough international matches have been played. The Online Records can be view by visiting www.cricketpm.com.
Lead Developer: Andrew Banson
Email: blockholegames@gmail.com
Website: www.cricketpm.com