


# TABLETOPIA GUIDE

If you're new to cricket try reading this to learn some history and fundamentals of the game: <https://en.wikipedia.org/wiki/Cricket>

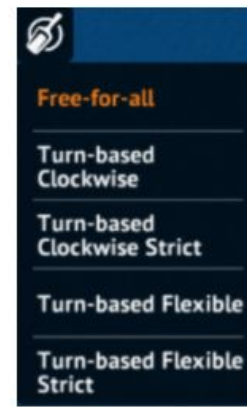
**Tip:** Open another tabletopia window to view rules separately while you play. The rules are quick to pick up and straight forward.

## Enabling Turn-Based Modes

To enable turn-based mode, click the  icon on the left of the screen in the game room. The modes panel appears. The default mode is **Free-for-all**, which means no turn control is enabled.

After any of the players enables a turn-based mode (while the Free-for-all is still active), the following happens:

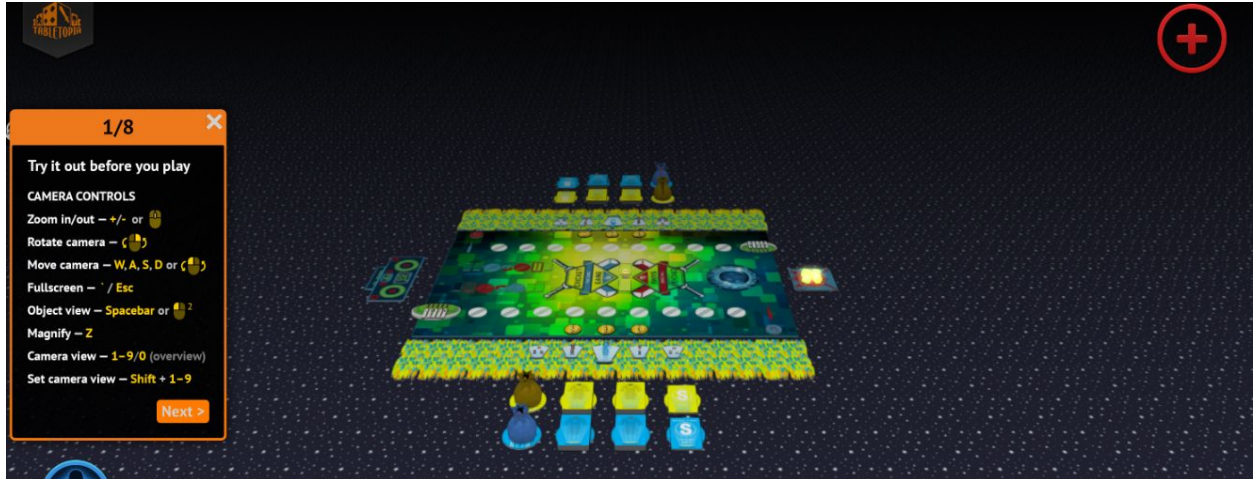
- That player becomes the active player and is highlighted with a glow around the picture + a flag icon.
- Timers for all players are activated, and the active player's timer starts counting up. See [Timer](#) for details.



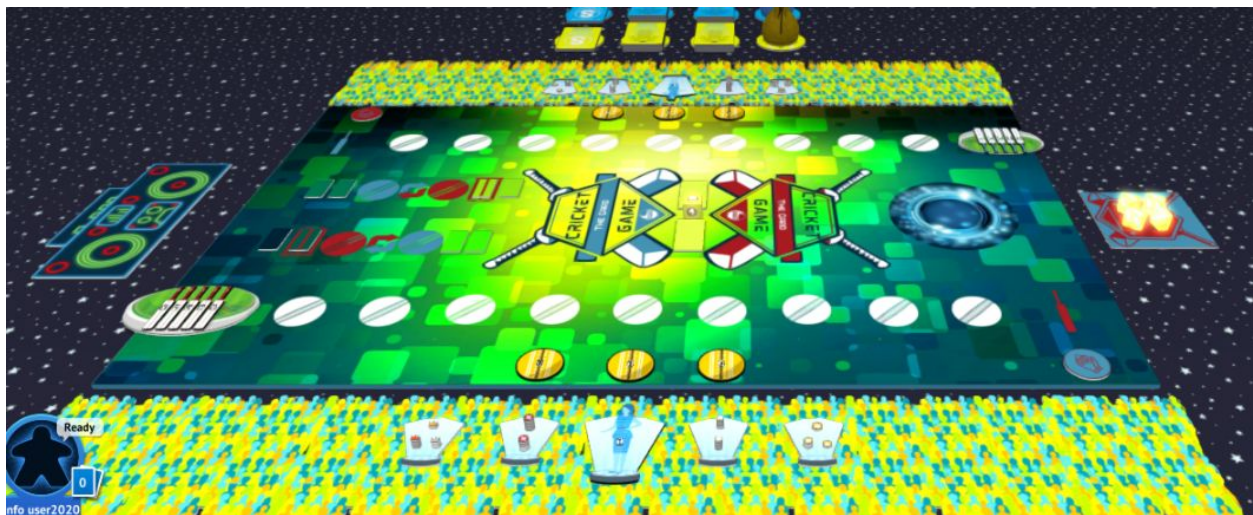
### Take A Seat

Cricket the Card Game is a two player game with a blue seat and a red seat. The board and items follow the red and blue theme so it's easy to figure things out. When you launch the game you will be given the option of choosing the red player or the blue player. You can do so by clicking the red or blue circle.

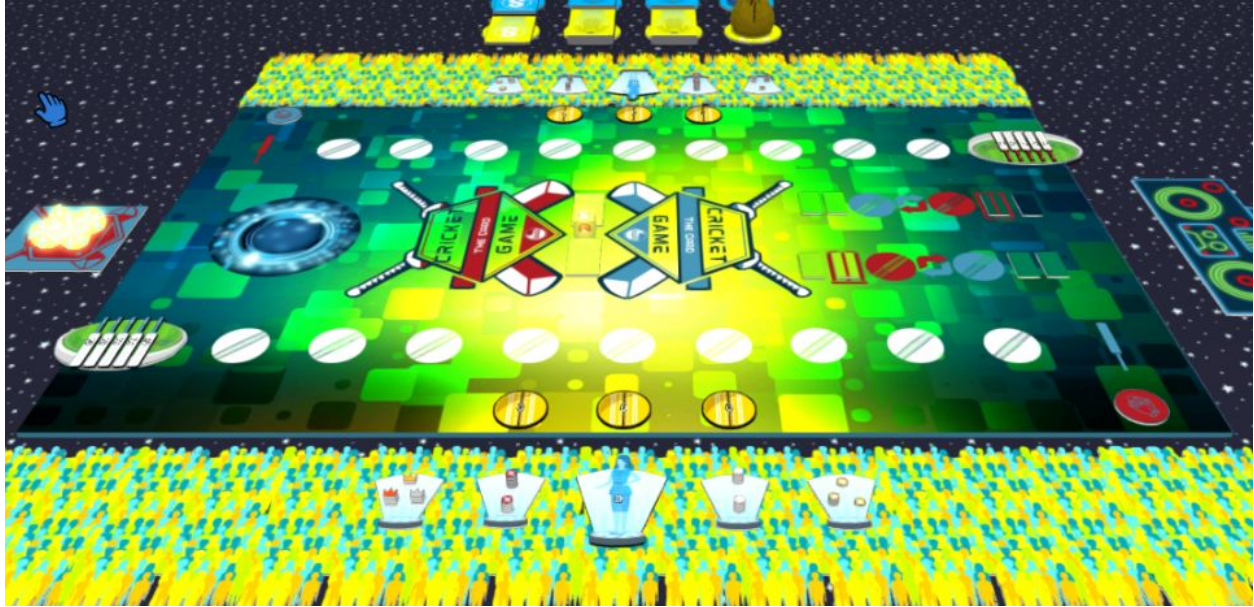
If you're new to Tabletopia there is a tutorial when you begin with instructions on the controls.



Once you choose your seat color, go to your side of the board.



Red Side. You can tell with the red bat on the far right and the red handled bats(radar) on the far left.



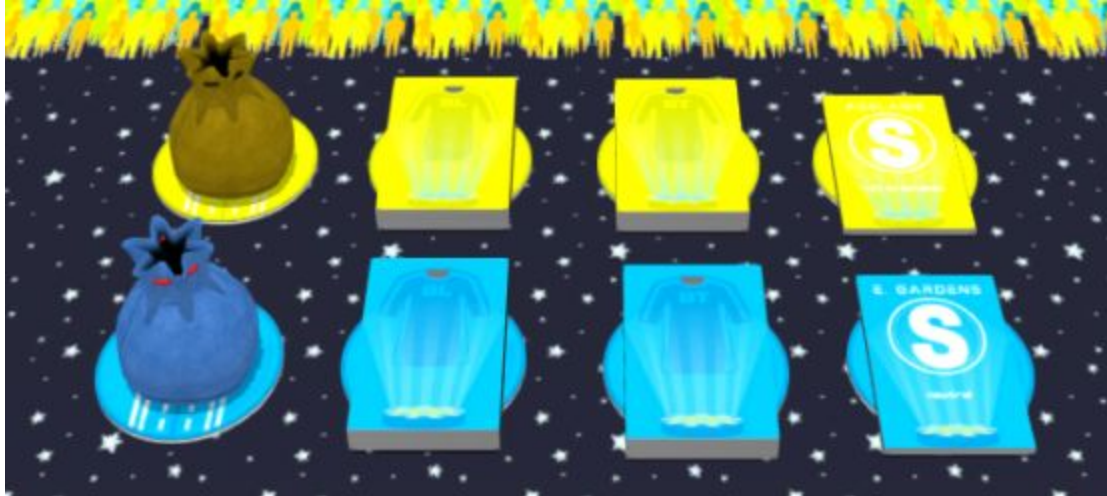
Blue Side. You can tell with the blue bat on the far right and the blue handled bats(radar) on the far left.



If you're the blue player, you play all your cards on the blue logo, and if you're the red player you play all your cards on the red logo.

Choose your team. The resource area has two teams for both players. You can set up your team before the toss, or after if the opponent knows your team, just to be fair. It's better if both players set up their teams on the board before the toss.

You have two teams to chosen from, Australia(yellow) and India(blue).



In a spirit of sportsmanship any player can roll the dice to start the game. First, speak/message either heads or tails then roll the dice to decide the toss.

A gold coin means heads and a silver coin means tails. Also, there are numbers on the dice: 6, 4, 3, 2, 1, 0.



Main dice. This is located at the middle area of the board. This dice is used for the toss and most of the dice related cards.

If won, you get to choose the stadium and who bats or bowl first.

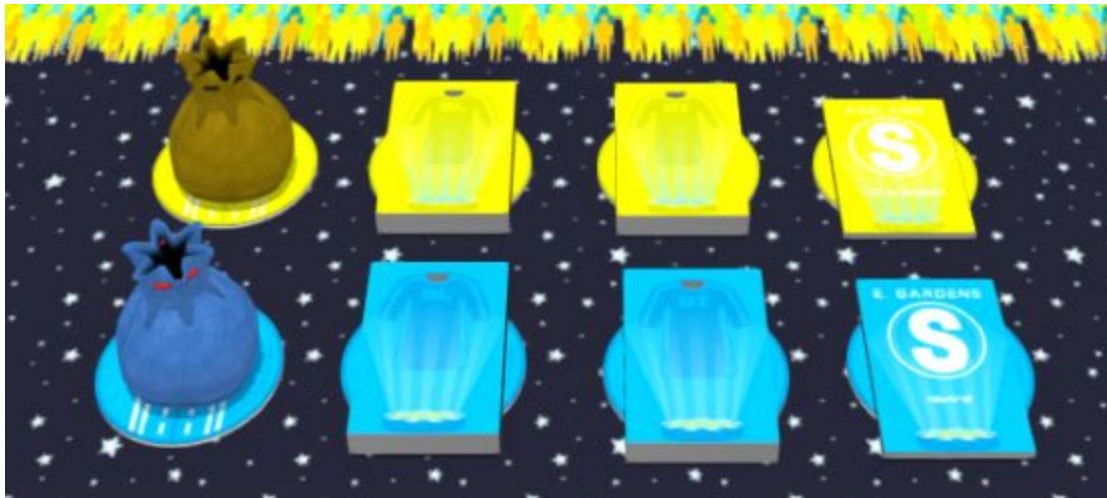
Place your stadium card onto the blue circle on the board.



Stadium card area.

Each team has five stadium cards with different pitch attributes. They are illustrated with a circle and "S" inside. They can either boost batting, bowling or run rate. The stadium card remains in effect for the entire match.

All stadium cards, player cards, decks and tiles can be found on the resource area. Stadium cards are the last cards on the resource area.



The stadium cards have an "S" on them. There are five stadium cards per team. All five cards are the same from team to team, just different stadium names. Stadium cards change the game drastically. If it favors the bowlers, the game will be low scoring and quick, hard to score even 100 runs. If it favors the batsman it will be high scoring, with 200 runs likely.

You can drag them onto the surface and choose the one you want, take them which scatters the cards around, or draw them into your hand and play one on the board and put the others back on their space.

Now set up your players on the field. Player cards are the first on the resource area. They are in bags.

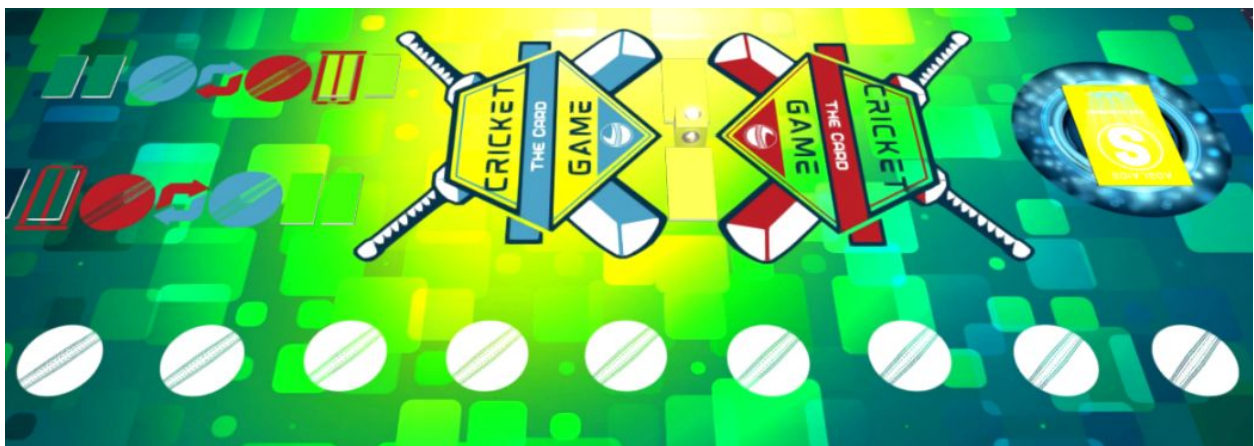


In tabletopia, click and drag them one by one in any order. Though placing them like a traditional scorecard batting lineup will help you stay organized, with your batsmen first then your bowlers.

The decks have labels on them. BT means batting deck. BL means bowling deck.



The white balls are where you place your fielders if you're bowling and your batters if you're batting in any order you like. The green and red balls are where you put your active bowlers if you're bowling or your active batters if you're batting. This is the pitch area.



11 balls, 11 players.

The red balls are diagonal. This is where the bowler bowls to the batsman. The on strike batsman and active bowler are always on the left red ball for both players. The bowlers and

batters rotate at the end of every over. The bowling side should rotate after the batting side finishes their turn. The over ends when the batting team finishes their turn, then rotation happens.

The red bat is the batting or bowling deck.

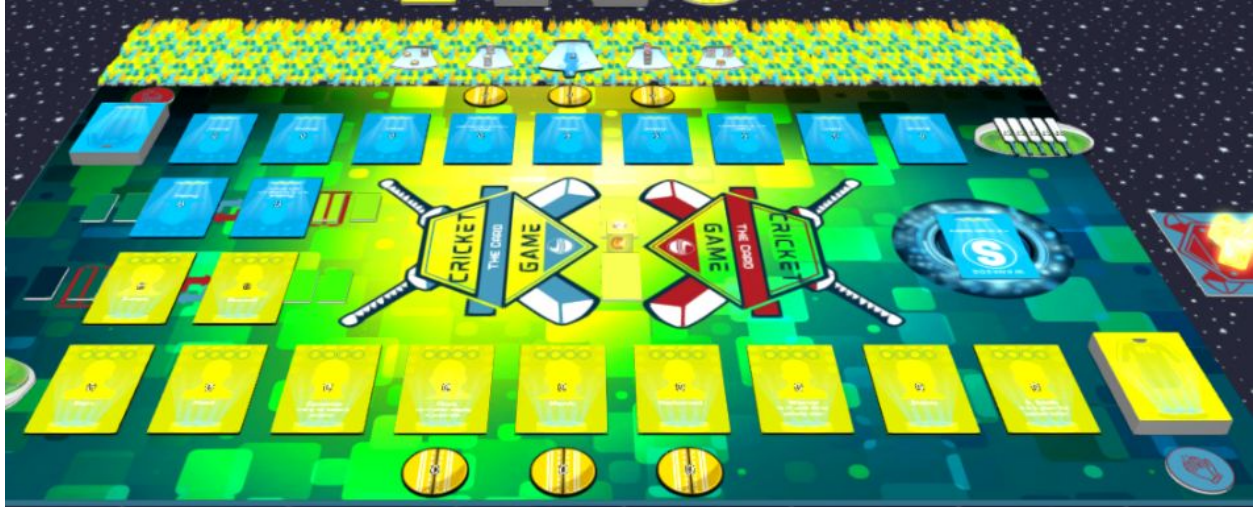


If you're batting or bowling you can keep the other on the resource area until needed for your innings.

If you're batting first place the batting deck on the deck area by pressing shift then enlarging a box on the deck with left click. There should be a glow around the deck. That means you can move the deck as one.







Here's how the board should look with players.

Players are mostly the same with BL(batting left)/BR(batting right), BP(bowling pace)/BS(bowling spin), RR(run rate), FD(fielder), WK(wicket keeper).



Batting stat, then bowling stat, then run rate stat, then fielder stat. This differs only for wicket keepers.

When setting up, assign your captain by taking the captain token from your resource area. It's the tiny gold circular token with a star.



At the top is the captain token, at the bottom left is the hero token and at the bottom right is the fired token.

The captain token can either boost the bowling or batting of your player by 1. They remain the captain for the entire match. So a batsman with 5 bt will now be 6 bt and a bowler with 2 bl will now be 3 bl. The captain token only applies to batting or bowling.



Choose your batter/bowler captain wisely.

**Pro Tip:**

Choose a player that benefits from the stadium card to get a boost on top of a boost! Place the captain token on the bl/br(batting left/batting right) or the bp/bs(bowling pace/bowling spin) ball. You should get a nice fit if you watch the shadow it casts, then align.

The winner of the toss must choose their captain first, then the loser goes.

Draw eight cards from your deck. Draw by right clicking on the deck and go to draw, then select 8 cards. This sets up the game to be finished in the next nineteen draws. You draw eight cards in the first over. Only one card can be drawn from then on.

As the bowling side, play any appropriate cards. Not all cards can be played during the powerplay, only after the first 6 overs. The bowling side always starts the over first.

**The battling mechanic of this game is bl versus bt. The bowler wins if the bl is equal to or more than the bt. BS(bowling spin) and BP(bowling pace) is the same as BL(bowling). BR(batting right) and BL(batting left) is the same as BT(batting).**

**A bowler with 4 bl will defeat a batsman with 4 bt or less.**

Whenever the bowling side has a card or option that can get the batsman out, he must flip the bowling tile. It's the tile on the wicket. Only flip when you intend to take a wicket, even when using fielders or just bowling.



It is located next to the bowler on the red ball. All flip tiles are blank on the other side.

If the bowling side does not try to take a wicket, the turn ends, and it becomes the batsman's turn. If the bowling side tries to take a wicket, action is required on the batting side so the tile serves as a signal. The batting side may wish to counter it, or change batsman if a wicket is taken. And at times the bowling side will have the option to bowl again after the batting side makes a change. Or there may be a **challenge** that makes the over longer than usual. More on challenges later.

Here are some rules for the bowling side. A bowler can only have one interaction with the on strike batsman, except when bowl again cards, concede cards, or maidens are used. When using bowl again cards, remember only one umpire, fielder can be used per batsman. If you used an umpire or fielder card, you would have to use another one if you don't have enough bs/bp to bowl out the new batsman.

**No combos.** Simply put, an umpire card cannot be combined with a fielder card and so on.

The bowling team has access to their on-field fielders which can give them a boost of 1 bl. Only two fielders can be used during the powerplay. Fielders can only be used once each. When used, place the x token on their fielder stat. They add 1 bl to the bowler for the over.



This fielder cannot be used again.

If it's a wicketkeeper, on his keeping stat. A wicket keeper cannot use the stumped card if he's already been used.

Using them are considered catches. Every player has a fielder stat of 1, except wicket keepers. They have a wicket keeping stat of 1 which can only be used once like all players. There is an umpire card that keepers can only use, which gives a boost.

The bowling side can use concede cards to get the off strike batsman on strike at the cost of runs, but at an opportunity to bowl a weaker batsman. **Concede cards, maidens, bowl again cards cannot be used on the same turn.**

Certain bowling cards can only be played after the power play, which is six overs.

Bowlers have tabletopia counters, so use this to keep track of overs. Bowlers have four overs max.



This shows that Zampa has bowled 2 overs.

**Click on the cards to update the number.**

For wickets, no counters are used. All players have 3 circles on their left and right. Use this to keep track of your wickets by placing wickets tokens on them from the resource area. They're ten white balls.



This shows Starc has taken 2 wickets.

The tokens are useful for batsmen too, for keeping track of their milestones. Use the milestone tokens located on the bat in the resource resource. The bronze crown is for 20 runs and up, the silver crown is for 50 runs and up and the gold crown is for 100 and up. This is not a hard rule, so the batting/bowling side can use tokens to honor whatever milestones they want.



If the bowling side attacks the batting team has options, drop catch cards, cancel call card, and no ball card.

The on strike batsman can accumulate runs automatically. The run rate stat is the middle stat (true for both batsmen and bowlers when they're on the batting side.) They can use bathing cards: 6, 4, 3, 2, 1 to accumulate runs also.

Multiple batting cards can be played per turn. There's no limit.



**Pro Tip:**

Leave your best batting cards for as late in the innings as possible, so you can make best use of Times Two cards, which double runs. It's better to use Times Two with fours and sixes for a big over. This late hitting simulates the real game!

Batsman switch strike at the end of every over. Remember the left batsman is always on strike.

It's the batting side's responsibility to keep track of the runs, wickets and overs on the golden tiles at the frontside of the board.



In order, runs, wickets, overs.

This can be done at the end of every over, before ending his turn. The bowling side will have this responsibility when he bats. The bowling side can help correct scoring errors if he sees the batting side makes them.

Remember that all player cards have counters, including batsmen. Record runs this way.



Batting runs go to batsmen on strike, on the red ball. Also, the run rate is added to the score for the last batsman on strike before the over ends. (Only one player run rate is counted per over.)

**Every over begins when the bowling side begins their turn and ends when the batting side ends their turn. So there are 2 turns per over.**

If you play a four, the four goes to the batsman on strike. You would add the score to his counter.

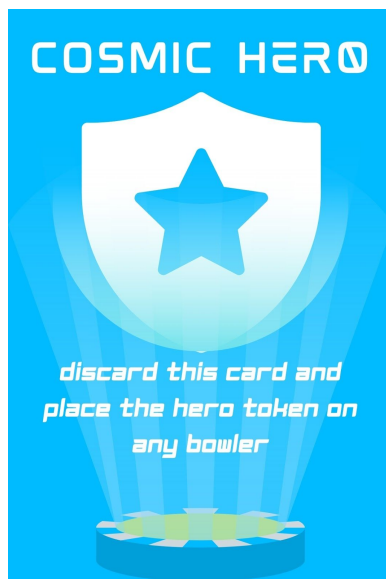
Then to the team score.

If you then play a one/three the strike rotates. If you play another four and end your turn this is what happens. The first batsman gets the four and single/three, then the other batsman gets the four since he's on strike now, and gets his run rate added to his personal score and team score since he was the last batsman on strike before the over ended.

You will then rotate the batmans in preparation for the next over.

Remember after drawing eight cards for the first over, only 1 can be drawn for the next 19 overs.

### **The Hero Card**



This card cannot be played when a player has a captain token, and vice versa. When you draw this card discard it at any time you wish, and place the hero token on either the bl or bt of a player. This token works differently than that of the captain.



For batsmen, if they have 3 bt or less it's doubled. So 3 bt will become 6, two will become 4 and 1 will become 2. The run rate goes up with it by the same amount.

**Place the hero token on either the bl or bt.**

For bowlers, if they have 2 bl or less, add 1 bl. So 2 bl will come 3 and 1 bl will become 2.

### **Fired Up Card**



This card can be played with a hero card or a captain card. Double the run rate of a batsman. Note that this card cannot be played on a player that has their rr already boosted by an ability. Whereas this card can be played when a stadium card that boosts rr is in effect. This card cancels the effect of the stadium and only boosts the base rr. The hero fired up token has a flame symbol on it. Place it on the run rate stat of the batsman.

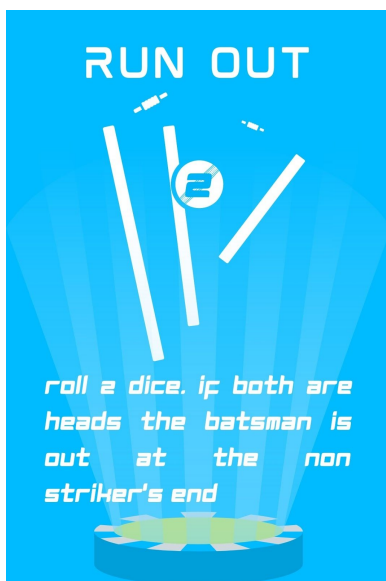
### **Pro Tip:**

Use concede cards to get the fired up batsman off strike. It will cost runs but has a chance of saving runs as his run rate will not be the one added if he remains off strike. Plays like this can win you a close match.



Bowler can bowl again after using a concede card. Only 1 per turn.

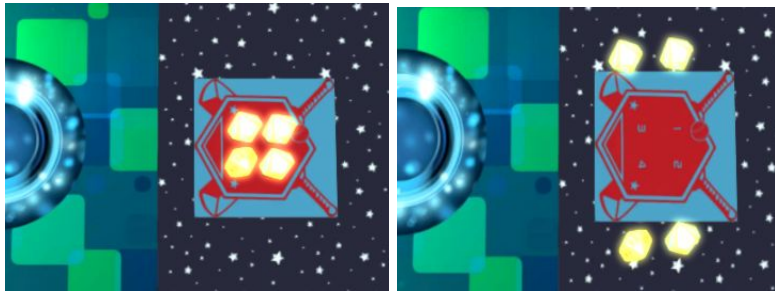
### Run Out Cards



They can be played on the same turn with umpire, fielder cards before or after bowling. If you successfully rolls the striker's end card the batting side will replace the batsman on the striker's spot, and if the bowling side successfully rolls the non striker's end card the non striker will be replaced by the batting side. Whether successful or not, the batting side will get the runs shown on the run out cards.

These runs are not affected by restrict cards.

## Challenge Dice



The dice have numbers beneath them.

The batting side can challenge any restrict or bowling card by using the challenge dice. To activate the challenge dice in Tabletopia flip the tile on the left of the bowling tile. This is the batting tile.

You can challenge 1 card per turn. Drag and drop the desired card onto the batsman on strike.



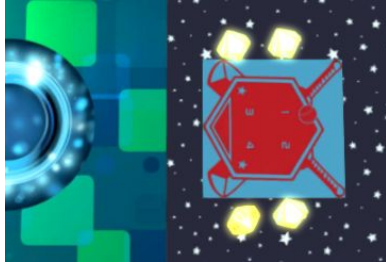
Challenge bat is flipped. Restrict card placed on batsman. This can be done with bowling cards as well.

Go to the challenge dice area. There are four dice. They each have a number beneath them.

Just remember the top left is 1, the top right is 2, the bottom left is 3 and the top right is 4.

These numbers are just not for show. They relate to the base bl of the opposing bowling. If the opposing bowler has a bl of 4 you would roll the 4 dice. If the bl is 1, you would roll a 1 dice.

Again, the dice have the related numbers beneath them.



The greater the number the greater the risk of getting out. The 4 dice has a 40% chance of getting out, the 3 dice has a 30% chance of getting out, the 2 dice has a 20% of getting out and the 1 dice has a 10% of getting out.

If you roll and get a bat, you've won the challenge. But if you roll and get a ball, you're out.

By winning, you basically cancel and add the runs to your batsman on strike and to the team score.

Let's say you've won against a restrict -4. It becomes +4 for you. Your onstrike batsman gets 4 runs and 4 runs is added to your score.

Using challenge dice are risky, and should be used sparingly unless you're a risk taker. The risk can really turn the game around, or ruin your chances.

Remember bowling cards can be stacked. They may not be worth challenging because of the little runs. So if you challenge a bowling -2 and they also play a -1, if you win, then you'd get +1 added to your on strike batsman and +1 added to the team score.

Just to be clear, the -2 becomes +2 because of winning the challenge, and then -1 is subtracted from it and becomes 1.

If you fail and get out the card you challenged remains active. So if it's a bowling card, it will reduce the batsman's rr or if it's a restrict card it will reduce runs from batting cards played that turn.

Also, Times Two applies if played, so the 1 you get from the challenge is taken into account.

Whether you win or lose, place the card back on the opponent's placement area.

## Challenge Dice Card



This card is only available for the bowling side. If you played a bowling card or a restrict card you can challenge the on strike batsman. It's not based on bl like the batting option. It's based on the bowling or restrict card. If it's a -6, use the 4 dice. If it's a -4 use the 3 dice. If it's a -2 use the 2 dice and if it's a -1 use the 1 dice. The more runs you offer, the greater the chances of getting the wicket.

So first play the bowling/restrict card, (you can play it directly on the bowler and not the batsman) then play the challenge card, then pick the dice for your opponent based on the card, place it on the board and let the opponent roll. (The order is not so important in this case.)

If you use a restrict card for the challenge it has to be used with a fielder as usual.

## Radar



This is a neat feature of Cricket the Card Game. This is for those who take the game seriously/competitively. You can keep track of the batting cards you've played or your opponent's batting cards. This is handy when the scores are close, and you need to know how much runs you have left to ace the chase or stop the batting side.

Just so you know in every batting deck, there are 4 sixes, 6 fours, 2 threes, 2 twos, and 4 ones.

### Flip Celebrations

Cricket the Card Game has mini celebration tiles. This is on the right of the non striker. There is one more batsmen and one for bowlers. Use this if you want to celebrate 50s, 100s, 4 wicket hauls, 2 wicket overs and so on.



There is one for if you win the game.



There's an applause tile which you can flip to congratulate your opponent.



All of these tiles have sound effects when flipped.

### **Special Cards**

Drop Catches: The batting side will get the runs shown on drop catch cards when activated. The runs will be added to the on strike batsman and the team score. Can only be used when a fielder is used to take the wicket.



Cancel Call: This card overturns all umpiring decisions, even run outs and catches, not just umpire cards. It has no effect on the challenge dice.



No Ball: Over turns all decisions except run out and challenges. The batting side rolls the main dice for the free hit, what number it lands on counts as runs for the onstrike batsman and the team.



Maidens: The batting side cannot score runs for the over. Run rates are suspended until next over. The bowling side can still attempt to take a wicket. The maiden card cannot be played after the 10th over. The bowling side can still bowl.





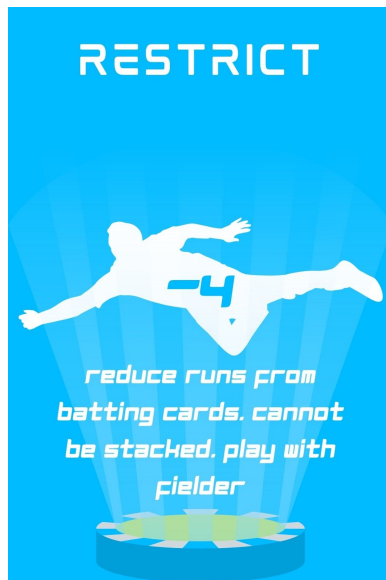
Stumped: This card can only be played after the powerplay, therefore after the first six overs. It can only be used in connection with the wicket keeper.



**Times Two:**

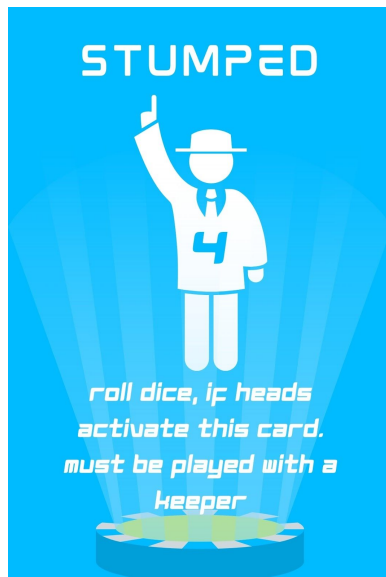
This card should be played at the end of batting card strings. Max is 36 runs per over. Let's say you string together 20 runs and double it, that 40 runs will become 36.

## Restrict Cards:



Restricted cards need fielders to be played. Mark the fielder with the x token. The powerplay rule applies to this card. Only 2 fielders can be used during the powerplay. So if you've used 2 fielders already, this card can only be played from the 7th over going forward.

## Stumped



This card cannot be played during the powerplay.

**Note that the number on the umpire cards mean how much added bl it can give the bowler.**

## Innings Change

At the end of the first 20 overs both players need to switch their decks. The logos on the board serve as a discard pile. All cards placed here are already technically in the discard pile. After 20 overs it will look like this.



Highlight the deck with shift and draw a box with left click. You can flip the deck if you want. Then proceed to put it on the resource area.

## Super Over

If the score is ever tied, reset the board, shuffle both discard piles. If you batted last, bowl first in the super over. Keep field arranged. All fielder cards can be used in the super over, even with x tokens. Choose one bowler if you're the bowling side, and two batters if you're the batting side. No token effects or maidens allowed. Draw eight cards.

Tokens should be put back on the resource area at the end of your innings, except your captain token. But tokens have no effect during the super over. The captain token is just for show.

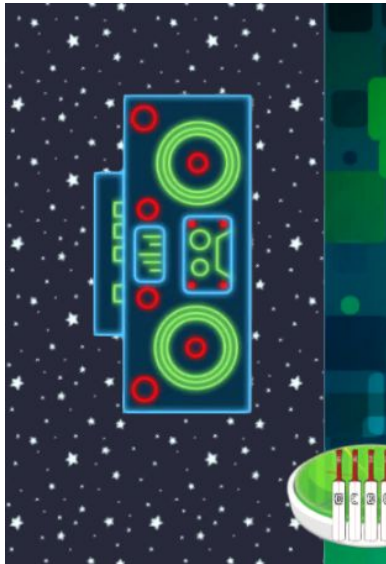
The super over is 2 overs. Basically 2 tiny innings. One team bats, the other bowls then they switch. The team batting the second over has to chase the runs made by the team in the first over.

This repeats if the score is tied again.

**Please note that all teams are for the most part evenly matched. Some teams may have players with better abilities than others.**

## **Sounds**

You can play or pause the game music at any time by interacting with the music box.



## **Final Words**

Thanks for your interest in my game. It's my passion project. I believe it can go places. If you need some confidence and someone to teach you the game, **I teach for free**. Send me an email at [writer.jameshanson@gmail.com](mailto:writer.jameshanson@gmail.com) and I will show you the ropes and get you started.

## **Future Goals**

Many more teams and leagues are coming. Maybe even a women's version of the game. If there is support, I will set up online official leagues and tournaments for the game where you play a schedule like the IPL(Indian Premier League). If you like the idea, email me and let me know. Thank you for playing!

