

# STEP 1

## HOW TO PLAY

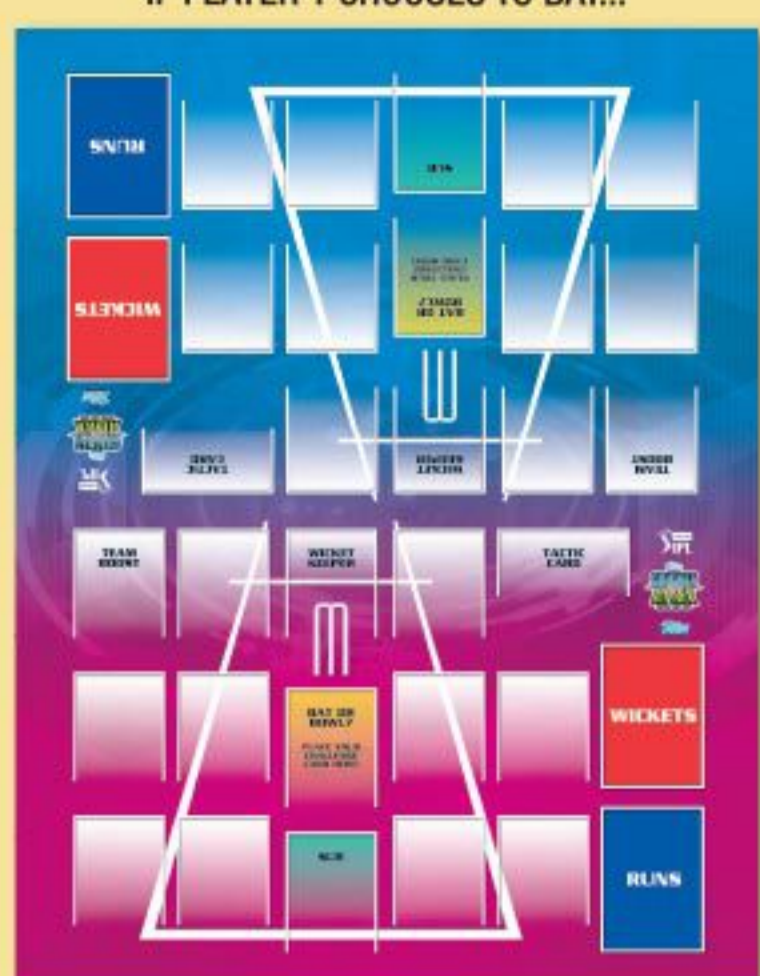
PICK YOUR TEAM OF 11 PLAYERS + 1 SUB  
CHOOSE ONE TACTIC CARD AND ONE TEAM  
BOOST CARD FOR EXTRA GAMEPLAY POWER

Labels for the cards:  
 - Player's Name: ROHIT SHARMA  
 - Star Rating: 5 stars  
 - Team Logo: INDIANS  
 - Player's Position: BATSMAN  
 - Bowling Rating: 35  
 - Card Number: 33  
 - Batting Rating: 88  
 - Fantasy Value: 1,050,000

Fantasy league values are taken from www.iplt20.com.  
Fantasy values are from 2015 game.

TOSS A COIN TO DECIDE WHICH TEAM BATS FIRST.

IF PLAYER 1 CHOOSES TO BAT...



...PLAYER 2 MUST BOWL

### 2 GREAT WAYS TO PLAY!

**QUICK PLAY:** CHOOSE YOUR BEST 11 CARDS + 1 SUB AND START PLAYING... SIMPLE!  
**FANTASY PLAY:** YOU HAVE A FANTASY BUDGET OF 10 MILLION FANTASY POINTS. ADD UP THE CARD VALUES TO CREATE YOUR TEAM OF 11 PLAYERS + 1 SUB.

# STEP 2

## MAKE YOUR MOVE

BATTING TEAM SELECTS A PLAYER FROM THEIR LINE-UP TO BAT  
BOWLING TEAM MUST SELECT A PLAYER FROM THEIR LINE-UP TO BOWL  
BATting TEAM CHOOSES FIRST CARD!

"I CHOOSE TO BAT WITH HIM".

"I MUST BOWL WITH HIM".

EVERY PLAYER IN THE BATting LINE-UP MUST BAT

EVERY PLAYER IN THE BOWLING LINE-UP MUST BOWL

# STEP 3

## HOW TO SCORE

BOTH PLAYERS TURN THEIR CARDS OVER. THE PLAYER THAT WINS THE 'BATting' v/s 'BOWLING' CONTEST WINS THE ROUND

"MY BATting BEATS YOUR BOWLING. 30 RUNS TO ME".

WINNING PLAYER CHOOSES CARD FIRST IN THE NEXT ROUND

# STEP 4

## KEEPING SCORE

IF THE BATSMAN BEATS THE BOWLER → RUNS PILE  
IF THE BOWLER BEATS THE BATSMAN → WICKETS PILE



## IF IT'S A DRAW

DRAWs ARE DECIDED BY THE PLAYER WITH THE HIGHEST 'RUNS' SCORE

IT'S A DRAW, BUT MY RUNS ARE HIGHER. I SCORE 43 RUNS.

HIGHEST RUNS DECIDE THE WINNER OF A DRAW

# STEP 5

## TEAM BOOST CARDS

GIVE YOUR TEAM A POWER-UP WITH THESE FANTASTIC TEAM BOOST CARDS!

### HOW IT WORKS

- ONLY BOOST A PLAYER FROM THE SAME TEAM
- ONLY BOOST A REGULAR CARD FOR A +3 BOOST IN BATting OR BOWLING
- THE BATting AND BOWLING TEAMS CAN ONLY USE THEIR TEAM BOOST CARD ONCE PER INNINGS
- YOU CANNOT USE A TEAM BOOST CARD IN THE FINAL ROUND OF AN INNINGS

# STEP 6

## FINAL SCORE

PLAYER 1 RECORDS THEIR INNINGS TOTAL. NOW IT'S TIME TO SWAP ROLES.  
BOTH PLAYERS RELAY THE SAME LINE-UP OF CARDS OUT IN FRONT OF THEM. YOU CAN CHANGE YOUR TACTIC CARD IF YOU WANT TO.  
IF PLAYER 1 BATTED FIRST THEN PLAYER 1 MUST NOW BOWL AGAINST PLAYER 2'S BATting LINE-UP.

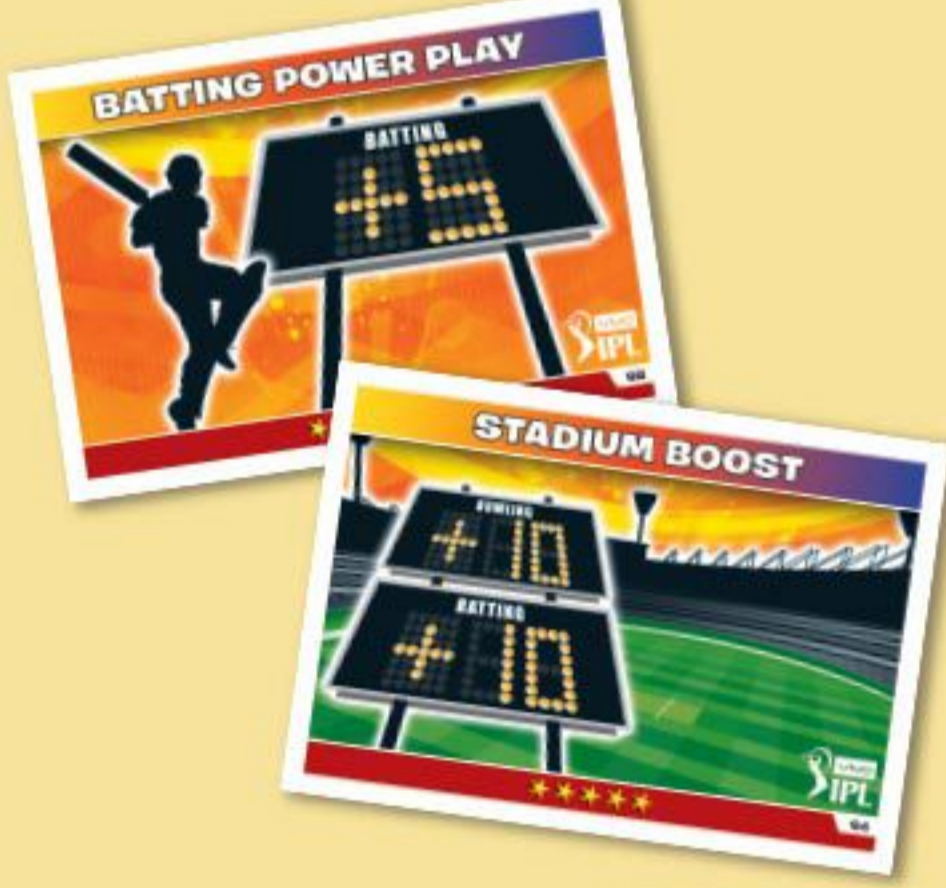
| Scorecard        |              | Scorecard         |              |
|------------------|--------------|-------------------|--------------|
| PLAYER 1         | OUT          | PLAYER 2          | 42           |
| D MILLER         | OUT          | S MARSH           | 42           |
| L SIMMONS        | 49           | M PANDEY          | OUT          |
| R BHUI           | OUT          | A RAYUDU          | OUT          |
| G GAMBHIR (CAP)  | 30           | M VOHRA           | OUT          |
| S AL HASAN       | 21           | C GAYLE           | 46           |
| S SMITH          | 34           | Y PATHAN          | OUT          |
| A WAKHARE        | OUT          | G MAXWELL         | 25           |
| N COULTER-NILE   | OUT          | L MALINGA         | OUT          |
| B KUMAR/E MORGAN | 23           | J YADAV           | 1            |
| H PATEL          | OUT          | H SINGH           | OUT          |
| Q DE KOCK (WK)   | 22           | MS DHONI (CAP/WK) | 39           |
| <b>TOTAL</b>     | <b>179/5</b> | <b>TOTAL</b>      | <b>153/6</b> |

THE TEAM THAT SCORES THE HIGHEST RUNS FOR THE FEWEST WICKETS WINS THE GAME!

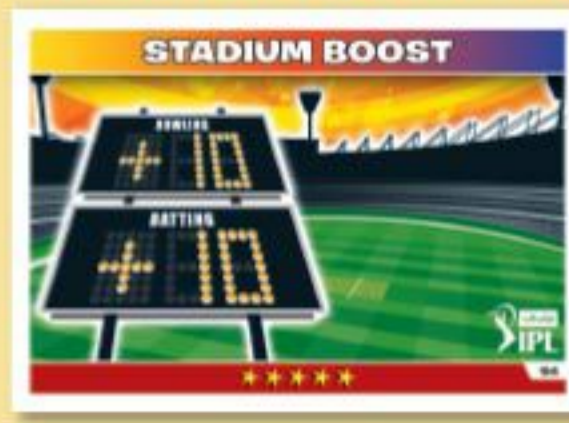
## DON'T FORGET YOUR TACTIC CARDS!

TURN A GAME IN YOUR FAVOUR WITH THESE AMAZING GAME-CHANGING TACTIC CARDS:

- REMEMBER TO KEEP YOUR TACTIC CARD FACE DOWN UNTIL YOU'RE READY TO USE IT.
- LEAVE YOUR TACTIC CARD TURNED FACE-UP ONCE IT HAS BEEN PLAYED.
- YOU CAN ONLY PLAY ONE TACTIC CARD WHEN BATting & ONE TACTIC CARD WHEN BOWLING.



### STADIUM BOOST CARD!



ADD +10 POINTS BOOST TO ANY ONE OF YOUR CARDS IN THE BATting OR BOWLING CATEGORIES.  
YOU CANNOT USE THIS CARD TO BOOST ANY SHINY FOIL CARDS. YOU CAN ONLY BOOST REGULAR CARDS WITH THE 'STADIUM BOOST' CARD.

### DRS CARD!



CHALLENGE A DISMISSAL AGAINST THE BOWLING SIDE.  
THE CHALLENGER FLIPS A COIN (OR A CARD) TO SEE IF A WICKET HAS BEEN TAKEN. FOR EXAMPLE:  
HEADS = WICKET TAKEN  
TAILS = NO WICKET TAKEN. IF NO WICKET IS TAKEN THEN THE BATSMAN SCORES RUNS.

### INJURY CARD!



FORCE YOUR OPPONENT TO MAKE A SUB!  
CHOOSE THE CARD THAT YOU WANT YOUR OPPONENT TO SUB OUT OF THE GAME.  
ONCE REMOVED, A PLAYER CANNOT RETURN TO THE GAME UNTIL THE ROLES ARE SWITCHED OVER.

### +6 RUNS BOOST CARD



ADD 6 RUNS TO A PLAYER'S RUNS SCORE IF YOUR CARD BEATS YOUR OPPONENTS' BOWLING RATING IN A 'BATting v/s BOWLING' CHALLENGE.  
THE +6 RUNS CARD MUST BE DECLARED BEFORE BOTH PLAYERS HAVE TURNED THEIR CARDS OVER.  
YOU CANNOT USE THIS CARD TO BOOST ANY SHINY FOIL CARD. YOU CAN ONLY BOOST REGULAR CARDS WITH THE '6 RUNS' BOOST CARD.

### BATting POWER PLAY CARD



ADD +5 POINTS BOOST TO ANY PLAYER'S BATting RATING WHEN YOU ARE THE BATting TEAM.  
YOU CANNOT USE THIS CARD TO BOOST ANY SHINY FOIL CARD. YOU CAN ONLY BOOST REGULAR CARDS WITH THE 'BATting POWER PLAY' CARD.

### BOWLING POWER PLAY CARD



ADD +5 POINTS BOOST TO ANY PLAYER'S BOWLING RATING WHEN YOU ARE THE BOWLING TEAM.  
YOU CANNOT USE THIS CARD TO BOOST ANY SHINY FOIL CARD. YOU CAN ONLY BOOST REGULAR CARDS WITH THE 'BOWLING POWER PLAY' CARD.