

How to play WICKETS™

Congratulations you have scored Australia's Top 52 Test Legends Cricket Card Game.

Learn to play in minutes.

You can play your favourite card games and there are more challengers at www.playwickets.com

Contents: Deck of 55 Cards, including 52 Australian Test Cricket Players, Two (2) Jokers (Umpires) and one (1) Reference Card.

Winner of Game: Player with the most runs wins, depending on time, you can play over 1, 2, 3 or 4 rounds (innings).

Wickets Challenge. (Fun for 1 to 6 Players)

Shuffle deck excluding the two Jokers (Umpires).

To see who calls first, place card face up to each player, the highest card calls first. The highest card is Ace of Hearts (Sir Don Bradman), then Ace of Diamonds (Shane Warne), Ace of Clubs (Ricky Ponting), Ace of Spades (Glenn McGrath), King of Hearts (Dennis Lillee) and follow the suits down to the 2 of Spades (Ryan Harris).

There are eleven (11) categories to select from, your challenge is to choose the one (1) category to beat your opponent in the same category. For example, if you scored, Sir Don Bradman – Your call is 4. Batting Average, then each player in turn calls out their cricket players name and the number in the category and places their card in middle.

The caller reveals the players name “Sir Don Bradman and his record of 99.94”, wins the round, collects the cards from middle and counts as 1st Wicket taken, you score 100 Runs.

Winning Number: The highest number wins in each category except the lowest number wins in Bowling Average, Bowling Economy & Bowling Strike Rate. In the category; Best Bowling, the highest number wins against the lowest number. For example, 6/100 beats 4/10.

Open & Begin Game: Shuffle and deal an even number of cards to each player face down including the two (2) Jokers (Umpires). Any remainder place to one side.

Each player turns first card over, first caller calls out the best category, if the card is a Joker (Umpire) you trump and win the round. If there is two (2) jokers (umpires) are drawn in the same round, there is no winner, the cards remain in the middle as bonus Wicket, the call is now past to the player to their left.

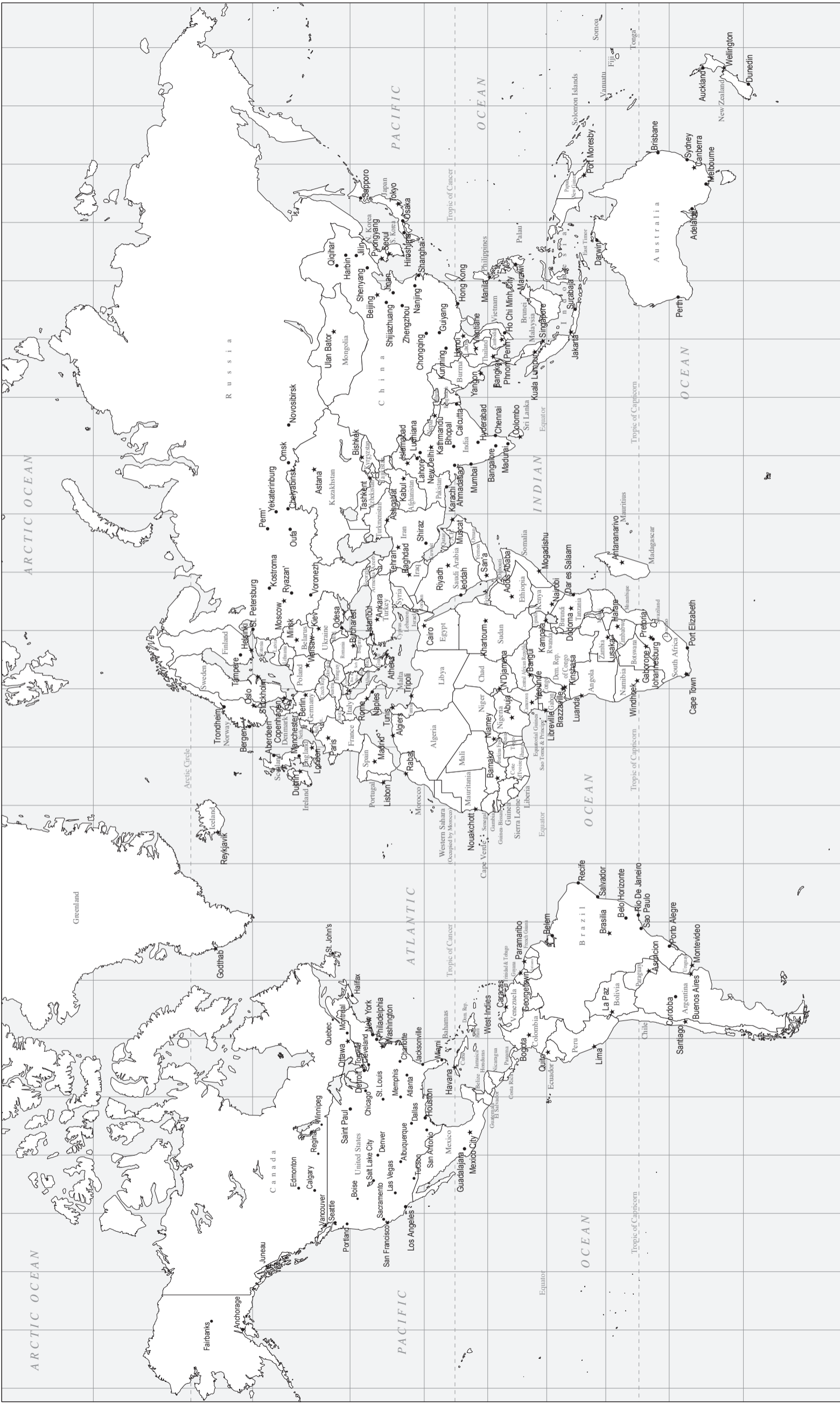
Winning the Game: Once all cards are played, each player counts up their Wickets taken, multiplies each Wicket by 100 Runs and the player with the most runs wins the game.

If players runs are equal, the game is a draw and the players whom draw win the game or you can keep playing, shuffle the deck and the call is passed to the left of the original player who called first to start new innings (round).

Thank you for playing Wickets.

Feedback email vote@playwickets.com

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WICKETS WORLD MAP