A SPECIAL OFFER - AND A VERY SPECIAL PROGRAM

In the very near future, we shall be launching a quite remarkable program.

Tim Love's Cricket is easily the most complete, exciting and skilful cricket simulation currently available for any home micro.

Show this to the owner of one of the Spectrum or BBC games, and he'll be as sick as a parrot.

Below, we've set out in detail every significant feature of the game. If our intended objectivity seems to be coloured by enthusiasm, we're sorry - but we've been playing very little else for the past few weeks.

Tim Love's Cricket has been five months in the making, and when it appears in the shops, it will cost £8.95.

As usual, however, we're offering previous mail order customers the opportunity to add a new Peaksoft release to their collections at a heavily discounted price - £6.95 including post and packing. By arrangement with the Dragon Dungeon Club, we're also making this particular offer available to members who order direct from us. Your copy of Tim Love's Cricket will be despatched by 1st class post immediately it becomes available in early April.

There is one condition - your order must be received by April 9th, when Tim Love's Cricket will first be offered at its recommended retail price to the wider public.

THE GAME

Tim Love's Cricket depicts a 40-over game. It features JOYSTICK CONTROL OVER BATTING, BOWLING AND FIELDING. The bowler and batsmen are shown in large, full-bodied animated graphics. Using the joystick, you can make the bowler deliver virtually any type of ball - with practice. The batsman can be moved to any forward-facing stance along the width of the crease, and the bat can be held at any reasonable height, and turned to any angle.

Please rush me Tim Love's Cricket by 1st class post. I enclose a cheque or PO for £6.95.

Name..............................................................
Address............................................................

You can kill the ball, slice it, tickle it, miss it, or hit a towering six.

Once the ball has been hit (or missed!) the screen switches to a bird's eye view of the field, with the joysticks controlling the fielders and the running batsmen. A fielder can stop and return, catch, or miss the ball, according to its height.

Alternatively, one joystick can be used, for play against the computer. If you've ever wondered what it would be like to face a computer-controlled Denis Lillee, here's your chance to find out!

(For best results, we recommend the use of standard potentiometer joysticks - the type for which the Dragon was designed.)

You can name your own team, batsmen, wicket-keeper, fast and spin bowlers, or allow the computer to pick England and World XIs. A special save option allows you to build a library of teams, so that you can test the current England XI (no comment!) against great sides of the past, or even pit your local side against the county champions.

There's a valuable bowling practice option, an optional marker to help novice batsmen judge the flight of the ball, and a choice of Village Green, County, or Test Match skill levels.

Tim Love's Cricket has all the essential features of a 40-over match, including, of course, a scoreboard and constantly updated bowling averages.
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