

DON
BRADMAN
CRICKET 17

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GETTING STARTED

BEGINNERS GUIDE TO DON BRADMAN CRICKET 17

Don Bradman Cricket 17 is an evolution in cricket gaming. Taking all the knowledge gained and bringing cricket truly into the next generation.

Don Bradman Cricket 17 provides 5 difficulty levels that progressively deliver both expanded controls and harder opponents.

The two lowest difficulties, "Rookie" and "Amateur", will assist with foot movement and shot selection during batting. There is more leniency applied to timing, release and smoothness ratings when bowling as well.

TRAINING

Learn the new batting and bowling mechanics of Don Bradman Cricket 17 in the training modes.

Play through tutorials that start at the basics and go through more advanced mechanics until you have learned the the controls for batting and bowling.

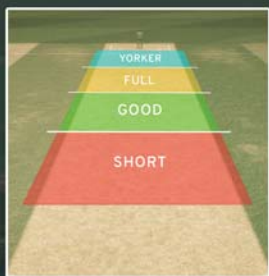
BATTING - THE BASICS

The Right Stick is used for placement and timing of your shot. On the two beginner difficulties this is the only element of the controls you need to master. When the ball is delivered you will see a coloured circle around the ball (Aerial Marker), this indicates the pitch length and direction of the delivery.

You should start to familiarise yourself with this as in a real match you won't have the ability to place the Pitch Marker on the pitch to force where the ball is aimed.

The colour of the circle indicates the length of the delivery, there are four different length colours:

GETTING STARTED



Red - is Short

Green - is Good

Yellow - is Full

Blue - is Yorker

See "Advanced Batting" for the full control system.

BOWLING - THE BASICS

After you've got the basics on batting, switch to the nets or ground training arena and try bowling. As with batting, the bowling mechanics on Rookie difficulty allow for players to get line and length mastered before needing to bring in more advanced elements.

PACE - FAST AND MEDIUM

Both Fast and Medium Pace bowlers use the same control mechanics.

Before the bowler commences his run up you can choose the length you wish to bowl as follows:

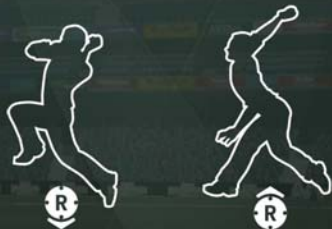
- X** button is Yorker
- Y** button is Full
- A** button is Good
- B** button is Short

When you press one of the above buttons the bowler will commence their run up.

At any time during that run up you can change your mind on length and press one of the other buttons.

GETTING STARTED

As the bowler hits their delivery stride you must pull down on the right stick. This will lock in the foot plant on the crease. As the foot plants and the arm comes around for the delivery you must push up on the right stick. The timing of the up movement on the right stick will determine the point at which the ball is released from the hand. The earlier you push up, the closer to the batsman the ball will land in your chosen length.



Experiment with lengths and try to release the ball at different points in the arm movement. Too late or too early in the arm movement and you will bowl poorer quality deliveries.

See "Advanced Bowling" for the full control system.

Once you feel you have the basics of batting and bowling, jump into a Casual match and play a match to apply what you've learned to the real thing!

CONTROLS

BATTING



BATTING - PRE BOWLER RUN-UP



CONTROLS

RUNNING BETWEEN WICKETS

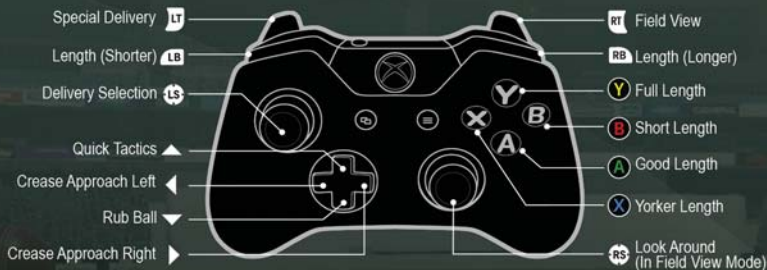


AFTER BOWL / FIELDING



CONTROLS

BEFORE BOWL - PACE



DURING BOWL - PACE



CONTROLS

BEFORE BOWL - SPIN



DURING BOWL - SPIN



MENUS

MAIN MENU OPTIONS

RESUME

Resume your last played game mode.

CASUAL

Play a single game of any match type against any opponent locally

TRAINING

Hone your skills in the nets or on the ground. Learn the mechanics of the game via tutorials.

ONLINE

Play matches against other teams from around the world.

CAREER

Play through a career as one cricketer or as a team. Start from club cricket to international with a rookie or start higher up with a star player.

TOUR

Take a team on tour and play various match types and competitions via a calendar.

COMPETITION

One off competitions, with leagues, knockouts or series of matches.

MATCH DESIGNER

Create match types, tours, competitions or fields in the match designer.

CRICKET STUDIO

Create and share logos or stadiums to use in-game in the cricket studio.

CRICKET ACADEMY

Create and share players, teams and umpires in the cricket academy.

SETTINGS

Adjust general and audio settings, view controls and credits.

CRICKET ACADEMY - IN DEPTH

CRICKET ACADEMY



You can create and share players, teams and umpires in the Cricket Academy.

PLAYERS

The players section allows you to create a cricketer to be used within the provided teams, your created teams or even teams you have downloaded from the online community.

The 'my players' section contains all the players you have created or edited. The all players section contains any download players that have been copied from the online community as well as the default players. Online community allows you to view players that have been shared on the online community. Player statistics details statistics for all players you have used locally.

CREATE PLAYER

Creating a new player will take you to an ethnicity selection, after selecting an ethnicity you will be able to edit identity, appearance, equipment, skills and statistics.

LINK PLAYER

The link player section allows linking of created or downloaded players to the on-disk players. A players identity, appearance, skills or statistics may be replaced with those of the linked player.

UNLINK PLAYER

Unlink a player previously linked to another player's data.

DELETE PLAYER

Delete a player or revert a player back to default on-disk data.

CRICKET ACADEMY - IN DEPTH

TEAMS

Create a team, add players and share on the online community, or just use locally.

TEAM MANAGER

View and edit existing teams.

CREATE TEAM

Create a new team and set the identity of the team, including name, home ground and team logo. You may create a set of uniforms for use in matches and add players to your roster. Once the team has 12 or more players you may create a batting lineup and use the team in matches.

LINK TEAM

The linking team sections allows for linking of created or downloaded teams with the on-disk teams. Any or all of identity, uniforms and players may be replaced with those of the linked team.

UNLINK TEAM

Unlink a team previously linked to another team's data.

DELETE TEAM

Delete a team or revert a team back to default on-disk data.

UMPIRES

Create, edit and share umpires on the online community, or to use locally.

CREATE UMPIRE

Create an umpire to use in matches. Choose the umpires ethnicity, identity and appearance.

EDIT UMPIRE

Edit an existing or downloaded umpire.

DELETE UMPIRE

Delete an umpire or revert an umpire back to default on-disk data.

CRICKET ACADEMY - IN DEPTH

COMMUNITY

GET BEST

There are a number of default teams provided with Don Bradman Cricket 17, however, in time as user created teams are uploaded to the online community it is likely that better rated versions of the default teams will become available. Selecting get best will download the most highly rated versions of the default teams from the online community.

POPULAR TEAMS

Instantly view the most popular teams on the online community.

POPULAR PLAYERS

Instantly view the most popular players on the online community.

SEARCH COMMUNITY

Search through the community for any Academy or Cricket Studio shared item. Use the search parameters to find exactly what you want faster.

MY COMMUNITY

Search through your uploaded content, most downloaded or highest rated teams and players.

CUSTOM SEARCH

Save a commonly used search parameter for quicker access to exactly what you want to search for.

CRICKET STUDIO - IN DEPTH

CRICKET STUDIO




Create and design your own custom logos and stadiums which can be used in the game

LOGO CREATOR

The Logo Creator is a powerful new tool allowing you to create any logo you wish to make and apply them to players, equipment, uniforms and stadiums.

Use any one of the three drawing tools - Straight, Curve and Bezier - to help make your ultimate creation.

Choose from over 100 prefabricated shapes, letters, numbers and symbols to help round out your creations.

If you wish to edit a image on a layer you can use the "box select" function on the  button. Hold this button and drag the cursor over the nodes to bring up a toolbar of selections from flip, move, resize, straighten, as well as copy and paste.

Apply tags to your logo to help find it later on when filtering through your sets.

If you're having trouble getting used to any functions within the creator, use the "?" tab to find helpful information on every item within the creator.

CRICKET STUDIO - IN DEPTH

STADIUM CREATOR

The Stadium Creator allows for the creation of stadiums via a huge number of stand types and peripheral items. Create a huge coliseum or re-create a local ground to bring a new atmosphere to your matches.

Start off by setting the scenery in your stadium, whether it is mountainous, has hills on the horizon or is set in a tundra.

Then create your stadium environment by using stand pieces, environmental items like hills, ponds, car parks and more.

Fill out your stadium with lighting, fences, vegetation and periphery items to create a realistic environment to play cricket in!

Adjust sound settings to decide who the PA Voice announcer will be, north and south end names as well as whether there is loud speaker music in your desired stadium.

MATCH DESIGNER - IN DEPTH

MATCH TYPE CREATOR

The match type creator is an integral part of Don Bradman Cricket 17. This creator is where all of the rules for any match are set. By default the current rule standards are available for use immediately. The options available allow for thousands of different match types to be created.

NEW MATCH TYPE

Structure is the main setup of the match, number of overs and wickets, amount of innings and days of the match.

You may set innings compulsory closures and set the time that the match will start.

MATCH DESIGNER - IN DEPTH

Rules allow for limited overs for a bowler, when a new ball is available, distance of wides, free hits, runs awarded for a no ball, bouncers per over and reviews per innings. Field restrictions may be set for fixed overs or as power-plays. If the match is two innings, then session breaks are also available to be customised.

COMPETITION DESIGNER

Setting up a new competition template allows selection of either a default match type or one you have created. You may set a league, knockout or series competition. The teams taking part will not be set at this point, this is done in the main competition menu when you select a template to play.

Once a template has been created it is made available for use in any competition or tour.

TOUR DESIGNER

Creating a tour template allows the choice of a touring team and tour location (opponent).

A calendar is setup so that either match types or competitions may be added to the calendar in order to play warm up matches and competitions against the host opponent.

FIELD EDITOR

Over 70 fielding presets are provided with Don Bradman Cricket 17, covering most match situations, additionally you may also create your own to give an extra level of strategy on the field.

GAME MODES - IN DEPTH

CASUAL

Entering casual mode allows the choice to start a new game or continue any saved games you may have.

Selecting a new men's match or new women's match advances to the controller select screen. From here you can choose whether to play solo, co-op or competitively with up to 4 local players.

At the controller select screen you also set batting and bowling difficulty. These can be set independently for each user.

CHOOSING TEAMS

Pressing **T**/**RT** cycles through team lists that are available. Pressing the **A** button confirms the teams for use in the match. Teams are rated on their batting, bowling and fielding ability and also given an overall rating out of 100.

MATCH SETTINGS

Select the match settings after confirming the teams for the upcoming match.

MATCH SETTINGS	
COUNTRY	AUSTRALIA ◀▶
STADIUM	SCG
MATCH TYPE	T20
DIFFICULTY	PRO
START TIME	7:30PM
PITCH TYPE	DRY
PITCH HARDNESS	HARD
PITCH CONDITION	PRISTINE
PITCH CRACKS	LIGHT
LAWN STRIPING	DIAMOND
QUICK PITCH WEAR	OFF
WEATHER	FINE
ANNOUNCER	DANIEL DUNPHY

STADIUM

Select between the home team stadium, one of the default on-disk stadiums, a custom stadium or a random stadium to play at.

MATCH TYPE

Select from any of the default or user created match types. This sets the rules for the match.

START TIME

Select the start time for the match. Match types contain start times so where applicable there will be multiple options.

GAME MODES - IN DEPTH

PITCH TYPE

Select from - Dry, grassy, dusty, crumbly or random.

PITCH HARDNESS

Select from - Soft, hard or random.

PITCH CONDITION

Select from - Pristine, uneven, wearing, worn or random.

PITCH CRACKS

Select from - None, light, heavy or random. The pitch elements of the match settings affect the behaviour of the ball when it hits the pitch.

LAWN STRIPING

Select from - Diamond, cross-hatch, stripe or random.

WEATHER

There are three choices of weather:

Always fine - It will always be clear and sunny.

Random with no chance of rain - Skies can be sunny to overcast, but rain will never occur.

Random with a chance of rain - Rain may, or may not, occur while playing.

ANNOUNCER

Choose the announcer that will play over the PA system in the stadium.

UMPIRE

Choose the officiating umpire for the match from the default or user created umpires.

TEAM LINEUPS

Set your selected teams lineups. Choose the opening bowlers, captain and wicket keeper.

Once you have selected your lineup, press **A** to confirm and proceed into gameplay.

GAME MODES - IN DEPTH

ONLINE

Don Bradman Cricket 17 can be played against random opponents online in both quick and custom matches, while friends may be played in online custom matches only.

QUICK MATCH

Quick match will find the first available online match. The match type in quick match mode is a Five5, which features 5 overs a side with 10 wickets available for each batting side.

CUSTOM MATCH

An online match can be hosted with any match type that has been previously set up in the cricket academy, at the same time an online search will attempt to find opponents that have also set up matches. This provides an opportunity to either wait for someone to join your match or alternatively have you join someone else's match.

Set various parameters for the match.

INVITES

Friend matches can only be set up in custom match. Create the match and then invite a friend to join that match.

ONLINE SAVING

Progress in online matches may be saved so as to be continued at a later time, this must be agreed by both parties to ensure fairness. In the event of a disconnection for any reason, you will also be offered the opportunity to save and continue the match later.

CAREER

ROOKIE PLAYER

Create a character that will be your cricketer for their entire career. Setup your preferred role and assign skills and equipment.

Once completed, select from a domestic affiliate team which then propagates your club selections. Start at club level cricket and work your way up to domestic, then receive offers from competitions around the world. Eventually, through good form and overall rating earn a position in the national side.

GAME MODES - IN DEPTH

STAR PLAYER

Choose from an existing player to continue their career. Continue where the selected player's career is at and attempt to take them further into greatness.

TOUR

Previous tour templates set up in the match designer allow for play through the tour calendar.

COMPETITION

Select a competition template and pick teams to take part in the selected competition, all teams are available for use in the competition templates.

IN GAME

PAUSE MENU



MATCH SUMMARY

The match summary gives a breakdown of the match in progress, pressing **LB** / **RB** changes between batting and bowling scorecards, while pressing **RT** / **LT** swaps between innings.

Objectives

The objectives tile shows your current match objectives, these can encompass both batting and bowling objectives.

REPLAY

Up to 50 previous deliveries that have been bowled may be viewed in the replay system. The system includes the ability to fast forward, rewind, playback at multiple speeds, and view the replay from any player on the ground. Move the cursor anywhere on the field.

NOTE: Replays may not be viewed prior to a challenge.

MATCH TACTICS

- Simulation - Any match type in progress may be simulated for part or all of the match. Selecting simulate in the pause menu displays the match scorecard and a number of options to simulate through the match.

The **X** button simulates one ball at a time.

Simulation may be halted after a set number of overs, after an amount of runs, at a wicket, or the end of a session.

Selecting begin simulation displays the scorecard and the match will then simulate to the point of the match previously selected.

IN GAME

- ♦ Declaration - On occasion it may be strategically wise to declare an innings and let the other team bat.
- ♦ Field Setup - Available when bowling, change the field you're currently using, or alter each individual field position.
- ♦ Batting Order - Change the order your batsmen come in throughout your innings.
- ♦ Manage Bowlers - Choose which bowlers will bowl next.

TEAM SELECT

Change the team you control, add or remove players.

SETTINGS

- ♦ Controller Settings - View controls, enable or disable vibration, inverted controls or alter the assignment of the leave button.
- ♦ Gameplay Settings - Turn replays on or off, enable or disable various HUD elements.
- ♦ Audio Settings - Adjust UI, commentary, crowd and SFX volumes.
- ♦ Camera Settings - Change camera settings for batting, bowling, fielding, running and two player modes.

RESUME

Resume the current match.

EXIT

Save and exit the current match or choose to exit without saving.

ADVANCED CONTROLS - BATTING

BATTING

So, you've mastered the basics of batting and want to move up the levels in the game. Here's the advanced batting system. You will be required to use at least some of these on pro difficulty and above.

READING THE FLIGHT

As the bowler delivers the ball you must watch the ball marker to determine the line and length it is taking. The lower the difficulty, the earlier the ball marker will show up for the batsman. If the circle is fully coloured it is aiming straight at the middle stump, a gap to the left or right will mean it is either going down leg or off stump. A half circle indicates that the ball is pitching very wide of the stumps.

The colour of the marker will indicate the ball delivery length. Red indicates a short pitched delivery, green a good pitch, yellow a full pitch and blue a yorker delivery.



[NOTE: Images are based on right handed batsman]

FOOT PLACEMENT

It is extremely important to get your foot placement correct, both in terms of back and front foot, but also in line for the pitch of the ball to allow for maximum shot control.

The left stick is used to pick your foot placement. Pushing up on the left stick positions the batsman for a front foot shot with the expectation the ball is coming straight at the stumps. Pushing the left stick up and slightly to the right selects a front foot shot with the expectation the ball will bounce in a line that would be just outside off stump for a right handed batsman.

ADVANCED CONTROLS - BATTING

Pushing the left stick up and slightly to the left attempts a front foot shot with the expectation the ball will bounce in a line just outside leg stump. The reverse is true for back foot, with pulling straight down being a back foot shot with the expectation the ball is coming in line with the stumps.

As the difficulty level increases so does the need to be more precise with your footwork to ensure a good connection between bat and ball.

Foot placement may be decided as early as you wish and can be held in place until you execute your shot placement.

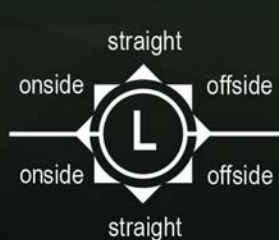
SHOT PLACEMENT AND TIMING

The right stick is used for shot placement and timing, with the timing of the stroke being extremely important in terms of connecting well with the ball. Mistimed shots often cause edges and may result in the loss of a wicket, whereas well timed shots hit the sweet spot of the bat and are more likely to result in boundaries.

The most appropriate shot will be executed relative to the area on the pitch you wish to hit the ball.

GROUND SHOTS

Ground shots are controlled with foot placement and shot direction. Timing the shot well keeps the ball on the ground unless performing an advanced shot.



ADVANCED CONTROLS - BATTING

AGGRESSIVE SHOTS

After becoming familiar with gameplay using the basic controls skilled players may implement “modifiers” that allow for extended shot types. Pressing **L3** adds extra power to shots but will affect the timing, care should be taken when implementing these types of shots, especially when facing a bowler that mixes up the delivery speed.

The **L3** modifier controls aggressive shots, the greater the pressure on the **L3** button, the more aggressive the shot will be.

Aggressive shots will likely be lofted in the air, so placement will be a big factor in ensuring your shot doesn't hit a fielder.

DEFENSIVE SHOTS

The **R3** modifier controls defensive shots, the greater the pressure on the **R3** button, the more the defensive the shot will be.

Defensive shots tend to be the safest shot to play, with smaller chance to edge the ball. However defensive shots won't go far off the bat so therefore should only be used as a safe shot choice.

AGGRESSIVE GROUND SHOTS


Using modifiers **L3** and **R3** allows for more aggressive shots that are played along the ground. Combining modifiers **L3** and **R3** allow aggressive shots to be played along the ground when equally depressed.


PRECISION SHOTS

Precision shots are taken by using the **R2** button. Precision shots are in between aggressive and defensive shots allowing for finer control and power in placing the ball to the field. This shot should be used to make quick singles and two's.

ADVANCED CONTROLS - BATTING


ADVANCE SHOTS

Once confident, players may elect to advance down the pitch to try and dispatch a ball over the boundary. Toggle the intent to play an advanced shot by pressing . The batsman will signal their intent to play this shot by lifting their bat up slightly in their stance.

"Modifiers" can be applied to an advance shot. Holding  will play an advanced shot along the ground. Pulling down on the right stick will play an advanced shot block.





Advanced shots need to be taken early on in the delivery for them to succeed.


UNORTHODOX SHOTS

Reverse sweeps, switch hits, scoops and helicopter shots are possible by holding  while executing the shot. As with advance shots, there is a need to be ready early to hit the sweet spot.


RUNNING BETWEEN THE WICKETS

Controls for running between the wickets are as follows:

-  button - Call for a run
-  button - Cancel run
-  button - Dive for the crease
-  button - Sprint / Stretch with bat

Pressing the  button while close to the crease will queue another run and do a quick turn.

BATTING QUICK TACTICS

Press  while batting to display the batting quick tactics menu.

This menu allows altering of the batting order and enabling or disabling transparency on the wicket-keeper or batsman.

Powerplays can be activated within the quick tactics menu if defined in the match type.

ADVANCED CONTROLS - BOWLING

SPIN

The left stick is used to determine the type of delivery. The type of delivery will be confirmed and the bowler will start to jog in once the length is chosen using **A**, **Y**, **B**, **X**. The selected length may be changed while the bowler is jogging in.

As the bowler gets closer to the crease both left stick and right stick are used to deliver the ball.

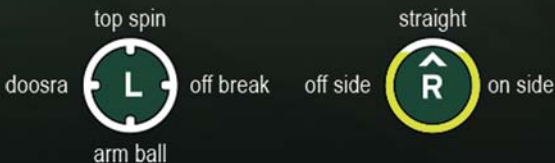
The left stick is used to generate spin, rotate the stick smoothly through a rotation. You can rotate the left stick as many or as few times as you want, the aim is to keep the stick rotation smooth throughout.

The right stick selects the line of delivery. At the point the arm rotates around a flick is required on the right stick, up delivers the ball at the wickets, up and to the right will deliver the ball to the leg side and up and to the left delivers the ball to the offside (from the perspective of bowling to a right handed batsman).

The timing of the right stick also determines the pitch of the delivery in your chosen length. The earlier the release, the closer to the batsman the ball will pitch, conversely a later release will cause a shorter delivery. **LS** or **RD** will deliver an even shorter or longer pitched delivery.

Holding **RT** during the bowlers run up will perform an "effort ball" and impart extra RPM on the spin delivery.

[NOTE: Bowling layout is based on right handed bowler]



ADVANCED CONTROLS - BOWLING

PACE

The bowler will start to jog in once the length is chosen using **A**, **Y**, **B**, **X**, the selected length may be changed while the bowler is jogging in.

If you wish to bowl a faster delivery with a little added pace hold **W**. If you wish to bowl a slower delivery hold **U** during the bowlers run up.

As the bowler gets closer to the crease both the left and right stick are used to deliver the ball.

The left stick determines the type of delivery. There are 7 different bowling variations, some available by holding **U** before bowling.

The right stick controls the line and release point. As the bowler runs in the delivery stride will start, at which point the right stick should be pulled down. The timing of this action determines from how close to the crease the ball will be delivered.

As the bowlers arm rotates, the right stick needs to be pushed forward to release the ball. The line will be determined based on the final up position, straight up will aim at middle stump, left or right will change the line accordingly.

The timing of the push forward on the right stick in conjunction with the selected length determines where on the pitch the ball will land. An early push pitches the ball closer to the batsman, later will result in a shorter delivery. **LS** or **RS** will deliver an even shorter or longer pitched delivery.



[NOTE: Bowling layout is based on right handed bowler]

ADVANCED CONTROLS - BOWLING

CREASE APPROACH

Pressing ◀ or ▶ moves the bowler left or right for their crease approach upon running in.

OVER OR AROUND

Pressing ◀ or ▶ depending on the side the bowler is on will swap the bowler from being over or around the wicket. This is a good tactic to mix things up against different batsman.

FIELDING

You can choose to have manual, semi-assisted or fully assisted fielding. Selecting fully assisted fielding causes all fielding decisions, including catching, to be performed automatically by the AI. Semi-assisted requires control of the reflex catches and button inputs to throw the ball, tap it back and slide for the ball. Manual fielding requires input for all fielding tasks including moving to the ball, throwing to an end and also catching.

REFLEX CATCHING

Reflex catching is activated when the ball is coming fast to a close fielder. A slow-mo effect is put in place for this catching mechanic. When in the reflex catch action, a catching ring will appear with a left stick icon attached to it that you must move into the catching ring and press **A** to confirm the catch.

As difficulties get harder the timing and resistance on the left stick will increase, making catches harder on higher difficulties.

FIELD CATCHING

Field catching is activated when the ball is high in the air, generally in the outfield. When in the field catching action, a catching ball will appear on the field, as the fielder your aim is to get as close to the centre of that catching ball as possible.

ADVANCED CONTROLS - BOWLING

BOWLING QUICK TACTICS

Press **↑** while bowling to display the bowling quick tactics menu.

This menu allows altering of inner fielders, slips and wicket-keeper positioning. Select the next bowler to come into the lineup and alter fielding tactics for the striking and non-striking batsman.

Powerplays can be activated within the quick tactics menu if defined in the match type.

FIELDING CONTROLS

The left stick moves the fielder around the ground, holding **W** enables sprint. Moving the fielder over the ball will cause it to be automatically picked up, if the ball is moving quickly or is close to the boundary there may be a need to dive or tap the ball back to minimise runs.

Press **T** to perform a slide if the ball is along the ground, or dive if the ball is in the air.

Pressing **V** will perform a tap back of the ball, ideal for when the fielder is close to the boundary. Pressing **X** with a team-mate in the vicinity will perform a relay throw of the ball to a team-mate.

To throw at the striker end press **A**, to throw at the non-striker end press **B**. Holding these buttons will perform a quick return throw, timing this hold in the green on the power bar will ensure an accurate throw aimed at the stumps.

APPEAL SYSTEM

To appeal for a wicket, either an edge or LBW you must press **↑** to shout the appeal. Failure to do so will mean the umpire will give a not out decision. If an appeal is denied and the umpire gives NOT OUT, the challenge system may be invoked using B.A.R.S (Big Ant Review System) there are any remaining challenges left (the number of challenges is defined within the match type designer in the match designer menu).

ADVANCED CONTROLS - BOWLING

NEW BALL

If the match type in use has a new ball selectable then whenever the defined number of overs have been bowled an in game notification will be generated indicating that a "new ball is available". This may be selected in the quick tactics menu..

SHINING THE BALL

In order to have the ball continue to swing you'll need to shine it between deliveries, press ↓ to keep the ball shiny.

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Assistant Producer Elise Marchouba,		Commentators Mike Coward, James Taylor,	Special Thanks Agostino, Deidree and Matthew Caratelli, Mark Ruck Carriage, Cindy and Lily Cameron, Frank Colauti, Vanessa, Josh, and Alex Ellison, Simone, Payden and Noah Gould, Jordyn Griffiths, Atsuko Konishi, Fiona and Isobel Merren, Daniela Markovic, Teagan, Jojo, and Natalie Symons, Amy, Jade and Sharon Wayland,
Technical Director Matt Ellison,		Commentary Studio Engineers Mark Tanner, Paul King,	
Programming Lead Ben Warwick,	Additional Art Matt Cook, GapRow,	Voice Talent Claire Axton, Elizabeth Bell, Tristan Bell, Beck Bennett, Harry Bennett, Otis Bennie, Andrew Biggs, Stephen Bottlik, Trevor Byers, Alexander Cameron, Matthew Culmer, Jacqueline Del Rossi, Naomi Grant, Richard Hingston, Raj Jain, Alison Jan, Asif Jan, Ziyaad Kapadi, Kate Langford, Sally Lansbury, Callum Lucas, Diana McGowan, Donovan Moore, David Morrisey, Srinivasan Narasimhan, Terry Ottrey, Marissa	
Lead Artist Craig Bowler,	UI Art Damian Borg,		
Lead Animator Dara Ung,	Animators Matt Duce, Will Kok,		
Lead Quality Assurance Daniel Dunphy,	Sound James Langford,		
Network Programmer Blake Preston,	Academy Server Scott Pederick,		
Programmers Michael Abbott, Josh Caratelli, Shaun Clifford, Andrew Fenn, Charles Henden, Michéal Larkin, Rachel McQueenie, Greg Power,	Quality Assurance Jojo Azrein, Chris Gould, Matt Whitehorn,		
Engine Programmers Stuart Cameron,	Additional Design Van Ricketts,	Additional Programmers Brek Bradley, Steve White,	