

Book Book Cricket

November 2023



A re-invention of the popular
schooltime classic, Book Cricket.

For 2 players



KOTOXO GAMES

What you need

2 Books which have page numbers (1 for each player).

If you wish, you can print the page with Field Placement, or you could just keep it open on your phone for reference.

An Introduction to “Traditional” Book Cricket

A popular pastime where students use textbooks for purposes they weren't intended for. 2 players take turns to “Bat”, using even numbered pages of a book to score “runs”. The last digits of the page number- 2,4,6,8 are used to count the runs, with 8 being considered as 1. Opening a page ending with 0 renders the “batsman” out, and their total until then becomes the target the 2nd player must beat to win.

How to Play *Book Book Cricket*

In *Book Book Cricket*, 2 players play simultaneously with 2 books. One is the “Bowler”, and the other is the “Batsman”.

One “Innings” lasts either 4 overs, or until the batsman loses 4 wickets. An over has 6 balls. The player “Batting” first, sets the target score, and the following player has to beat the target to win, before running out of wickets, or overs. 1 Player “Bats” first (chosen by coin toss or by any other method).

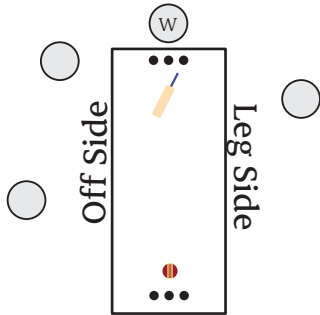
At the start of each over, the “Bowler” can select one of the 4 field placements on the next page for that over. The basic premise remains the same as Book Cricket, with the following changes:

Both players open their books simultaneously to play each “ball”. The batsman keeps track of his score by adding all scored “runs”. A batsman can play on the off-side by getting a 2 or a 6, and on the leg-side by getting a 4 or an 8 (See field placements)

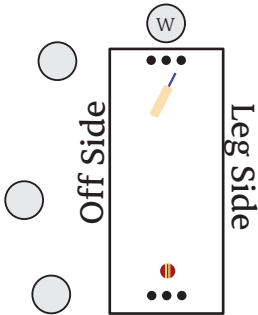
Compare the last digit of the even page numbers of “Bowler” & “Batsman”

1. If Batsman’s digit $>$ Bowler’s digit, score runs.
2. If Batsman’s digit $<$ Bowler’s digit, it is a “dot ball” (no runs added).
3. If Batsman’s digit = 0, a wicket has fallen, irrespective of bowler’s number.
4. If Batsman’s digit = Bowler’s digit, check the field Placement for the over
 - a. Score runs if batsman plays on the side with fewer fielders
 - b. “Dot ball” if batsman plays on the side with more fielders

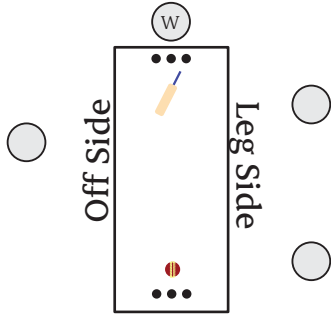
Field Placement



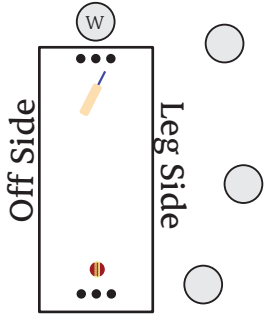
Field 1



Field 2



Field 3



Field 4

Printing Instructions: If you'd like to carry this game around, you can print out this entire game on an A4 sheet of paper. In print settings, select "Booklet" before printing. Pro tip: print on 300 GSM paper for a more durable booklet.

Book Book Cricket

Players: 2
Playing time: 5 min
Ages: 7+

No physical components are included in this game.

Designed and illustrated by XOTOXO Games.

XOTOXO Games is an indie game studio based in Chennai, India. We make games about various facets of Indian culture - heritage, food, daily life.

Psst. Don't get in trouble with your teacher for playing this in class!



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