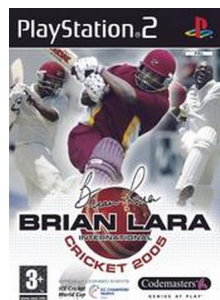


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[Brian Lara International Cricket 2005 Hints III \(PS2\)](#)

Uproot the stumps

Brian Lara International Cricket 2005 is a video game developed by Swordfish Studios Limited and published by Codemasters. It was originally released in 2005 for PCs, Mac and the PlayStation 3 gaming console from Sony. It is classed as a sports simulator played from an isometric perspective. The title benefits from the use of a license from the International Federation of Cricket. So, expect it to feature all the major stars of international cricket relevant for the year of the release and some of the most important cricket venues in the world, which are reproduced in great detail using the game engine. The release offers a variety of game modes designed to provide different levels of immersion. The World Tour mode is the most important part, where you need to take control of an international team and guide it to victory as long as you remain in charge. A full array of managerial options is available for those playing the game, including training matches, international fixtures and choosing line-ups. The Tournament mode is designed to only simulate particular tournaments that take place in a year, so the level of simulation is reduced and the game becomes a bit easier. The Challenge mode only simulates one match, but the developers chose some of the best moments in cricket history, with the first Ashes match between India and England, which took place in 1882, making the game switch to a black and white color scheme.

GAMEPLAY HINTS

Uprooting the stumps If you want to knock the stumps completely off the ground and hear the big loud "thump", get at least a medium-fast bowler and bowl at a speed of at least 115 km/h.

Knock the stump camera out The stump camera, despite the suggestion of the artwork on the middle stump, is behind the off stump right-handed batsman or leg stump of the left-handed batsman. When you have bowled the ball to that stump, either by knocking the bails or completely uprooting the stump, watch the entire replay, then admire how you smashed the camera. Here's a trailer: