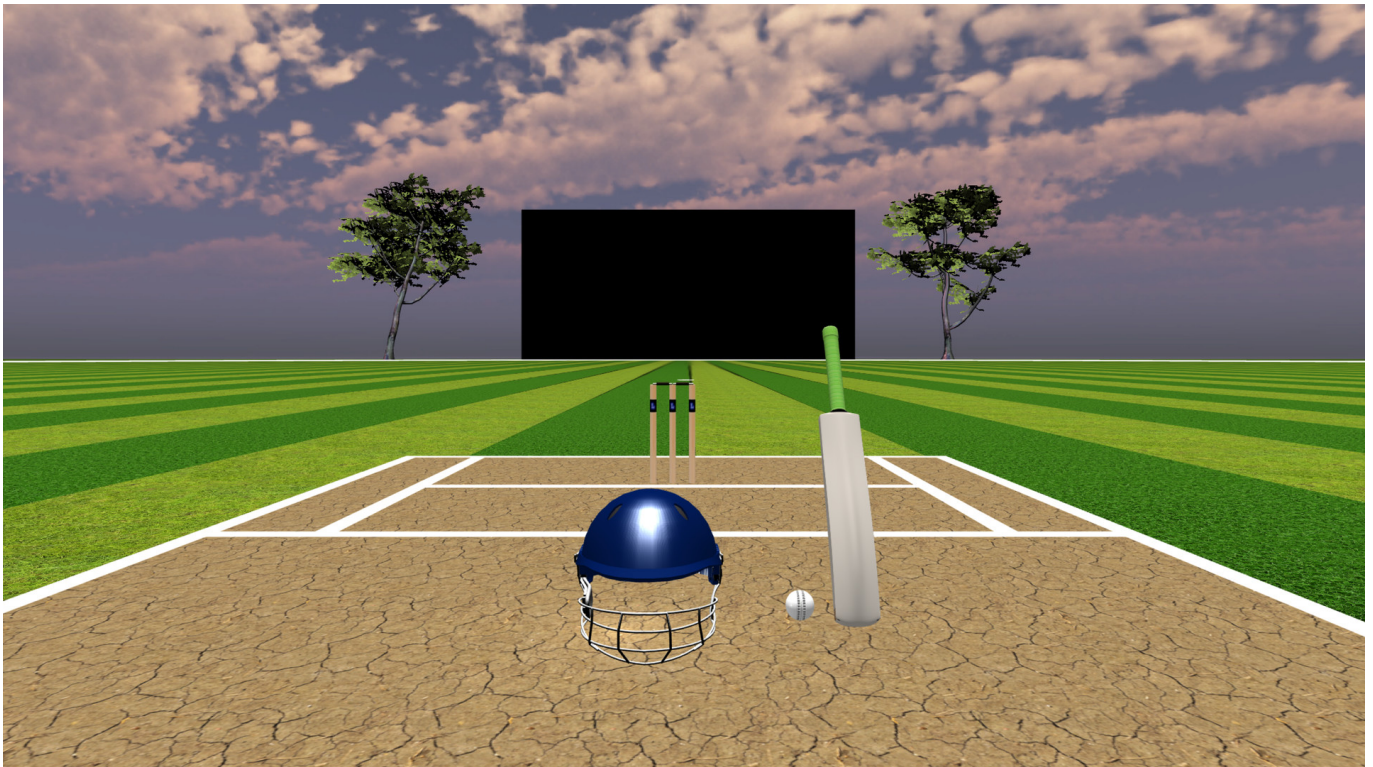

JUST BAT (VR CRICKET) Download No Password



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About This Game

JUST BAT is a revolutionary new VR CRICKET game that allows you to master the art of batting. An innovative new control system allows unrivalled control of shots in any style and direction. Set high scores and compete with others around the world.

Features Include:

- Spin and Fast Bowling
- Ball Speed Control
- Ball Line and Length Control
 - Helmet View
- Feedback on Bat-Ball Collision Position
 - Force Feedback
- Two Game Modes: 5 Over Challenge and Free Play
 - A Global Leader Board for the 5 Over Challenge
 - AI Fielders
 - Pick Gaps and Score Runs
 - Bowler Animation
 - Full Freedom with Shot Selection
- Separate Field Settings and Bowling Configurations for Left and Right Hand Batsmen

Title: JUST BAT (VR CRICKET)

Genre: Sports

Developer:

Shashitha Kularatna

Publisher:

Life VR

Release Date: 9 Sep, 2016

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Minimum:

OS: Windows 7

Processor: Intel i5 4590

Memory: 4 GB RAM

Graphics: GeForce GTX 970

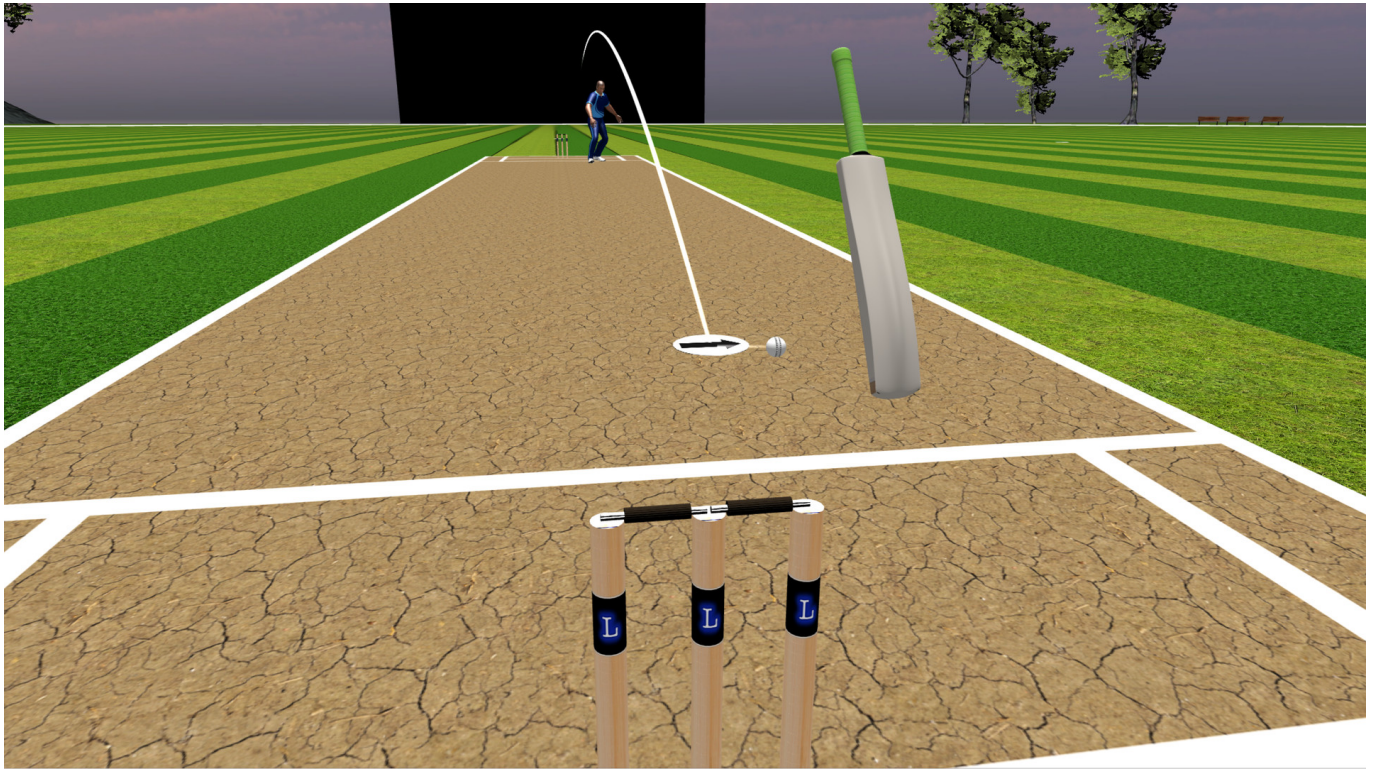
DirectX: Version 11

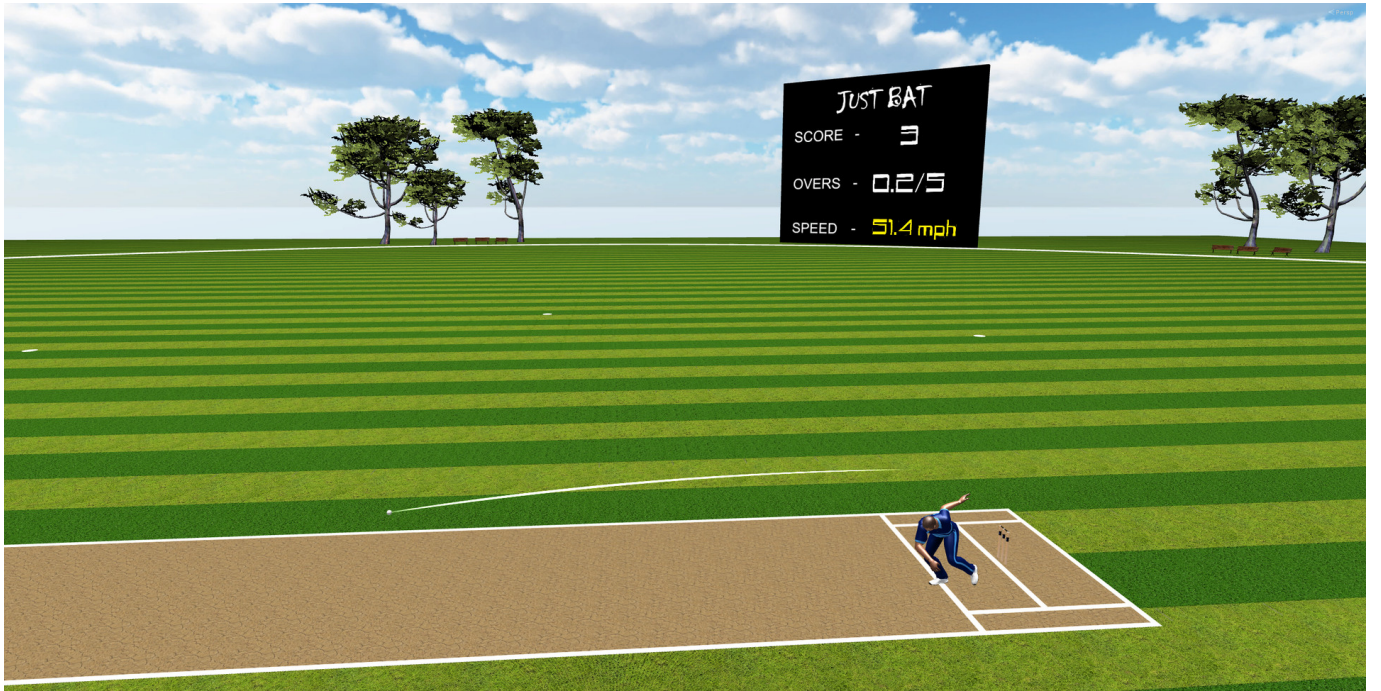
Network: Broadband Internet connection

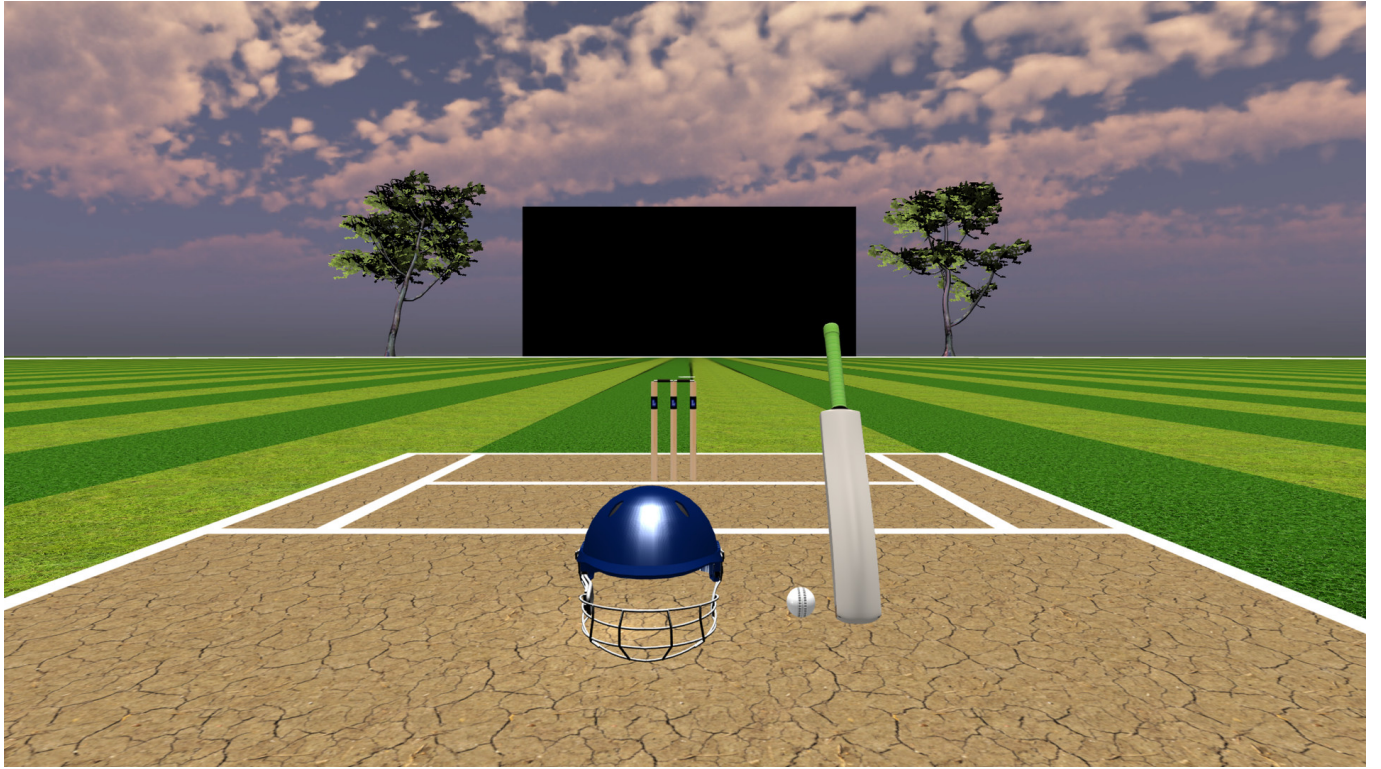
Storage: 750 MB available space

Sound Card: Any

English







just bat vr cricket

It's totally unrefined, and very frustrating when you clearly hit the ball and it just goes through the bat!

I have worked out though that bat will make contact with ball if you follow it all the way onto the bat with the headset. In other words, if you don't 'see' it hit the bat, then it won't.

Happy to stump up a few bucks in the hope they will develop it into something playable, so it gets the thumbs up on potential only.. Update 2: The devs are back on board and have fixed the main bugs that were present before. Its now such a better game, before there was alot of faults but they seem to have addressed those already. This is now the best cricket batting game available in VR. I hope the devs carry on improving it.

Update 1: Ive removed the positive rating and changed to a Negative rating, as developer is too lazy and since release has not even fixed a single thing. The biggest element of the game (Leaderboards) is broken and has never been able to update.

Finally a cricket game that i was waiting for a long time!

Its a little expensive for what is included so far, but im hoping the developers can continually update this game to make it much much better, hopefully making the high price worth it.

At the moment there is nothing else like it in VR, and ive always wanted to play cricket in VR so i was extemely excited to play this.

The game does require a lot of work though, batting work decently well but still does require a lot of work. At the moment i dont think you are taking into account the velocity of the bat when we are swinging and making contact, as ive seen sometimes that the ball flies off high even when we are not swinging hard and other times when we are swinging hard the ball doesnt go anywhere :)

If you could please add proper fielders, umpire, another batsmen down the wicket and a proper cricket mode which gives you 10 wickets and a choise of how many overs you want to play (with international team choice) that would be brilliant.

At the moment the CPU do bowl too many wide deliverys especially the spinners down the leg side and we dont get any score for it, plus most of these balls end up going down to the boundary as the wicket keeper doesnt move.

If you could please fix all these issues, get rid of the horrible music that keeps coming on and improve upon the batting physics then it will be one hell of a game and also make the price we payed worth it!

Thanks and i hope to see regular updates from you dev on this game :). Its quality. Few more options and polish will be great. Even the current form its well worth getting!. **I played this on the Oculus Rift with Touch controllers and there were no issues. So I'm in the USA and I know next to nothing about Cricket. Meaning, I know it looks like baseball, but other than that I have no idea what's going on in a cricket game. I was flummoxed by why the ball was going behind me even though I was hitting it straight on. Then I took a good look at my bat and realized I had it facing the wrong way.**

I did hit some homeruns, but usually I was lucky to even hit the ball. Cricket definitely has a higher difficulty curve than baseball (even though I'm sure a 100 mph is harder to hit than anything in Cricket). The reason for the higher difficulty is because you have to guess at where the ball will bounce. You are hitting the ball after the pitcher bounces it off the ground and you have to notice the way it was pitched to be able to correctly guess where it's headed.

So a lot of the time I was whiffing completely. A lot of ground balls that hardly went anywhere. Don't even talk to me about the scoring, I have no idea. The game is also very barebones and lackluster in the graphics department. Still, I had some moments of fun. And I learned something about cricket, it's way harder than it looks.

So should you spend \$2.24 on this VR title? Depends on the type of person you are. Do you like trying out new things? Do you mind a lot of frustration until you're finally able to get the gist of the game? Then this is worth \$2.24. Otherwise, just skip it all together.

Sale Price Rating 5/10. It seems like a fun game but I was a bit dissapointed with how difficult it seemed to hit the ball, the speed measurements do not feel accurate .. and I found a trick to hit sixes and fours on every ball by pausing the game mid-delivery.. Really enjoying it so far. Intersted to see future updates. Id like to see scenarios added in it e.g. requiring a set number of runs with two wickets remaing.

Having more fun with this then king of spin

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While the batting is, at times, quite good, the ball will frequently pass right through your bat, and the distance hit often bears no resemblance whatsoever to the force involved. At times, a defensive shot will race across the boundary, or balloon out for a six.

The leaderboard hasn't worked for months, and the developers are fully aware of this. Sadly they would rather sit back and trouser the money rather than make even the most minor changes to their game.

This is essentially a product abandoned at beta stage. It isn't super expensive, but buying this is essentially funding the sort of slacker developer who spends most of the day lying in bed getting high, while casually flipping an upraised middle finger at their mug customers, in favour of actually doing some legitimate work to fix their buggy product, and providing consumers with a reasonable level of quality.

I have mixed feelings over this game, as underneath the bugs and janky implementation, there is the basis of something good. It's just a shame that the devs can't be arsed to finish what they started. If there is any justice in the afterlife, these indolent wasters will be stripped naked, tied to an oversized wicket, and will face an eternity of neverending fast deliveries from Curtly Ambrose, pre "one bouncer per over" rules.

Not recommended.. Update 2: The devs are back on board and have fixed the main bugs that were present before. Its now such a better game, before there was alot of faults but they seem to have addressed those already. This is now the best cricket batting game available in VR. I hope the devs carry on improving it.

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Sale Price Rating 5/10. After playing both this and King of Spin VR, I'd recommend this with a few caveats:

- 1) Really needs a difficulty setting. You start first over with someone bowling at 60mph
- 2) Really needs indication of bowling change\bowling style change. The bowler model doesnt change and with no indication you go from a pace bowler to a spin bowler.
- 3) I am certain on faster bowling the ball went through my bat a few times.
- 4) Needs to be able to save setting between games. Having to turn off music each game is annoying.

This has more variety than King of Spin, and the ball physics do seem to be an improvement over Warnes game, but that game is more polished (the fielders in this game are cylinders, cmon man).

Both games are too expensive. This game does not look like a finished article, yet \$12.99? (Why are all cricket VR games so expensive?)

I'm recommending this as I hope the dev continues development, puts in some difficulty setting and makes it easier to determine the type of bowler you are facing each ball.

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