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About This Game

Born from 2 mates drinking beers, watching cricket, and believing they could do better than the overpaid Aussie spuds currently doing the rounds in world cricket, Spud Cricket VR is a Virtual Reality cricket game for the HTC Vive and Oculus Rift. Play 5,10 OR 20 overs against a mate, 1 innings at a time. Simple fun, slog it hard, casual cricket game. You will love smacking the bowler over the fence as you try to be the next Davey Warner! But you wont. Your a spud. Might get a game for Australia though...

Features include:

- Single or local multiplayer modes
- 3 types of matches - 5, 10 or 20 over match.
 - 3 difficulty levels.
- Use of the HTC Vive hand controller for realistic batting action.
 - Bat either left or right handed.
- The bat has a sweet spot. Time those shots for the runs. Haptic feedback will tell the story.
 - AI fielders that adjust to your big shots.
- Not all batters were born equal. As you go down the batting list, so does the skill of your batters.
- Customisable line, length and speed for the bowler player in local multiplayer - Surprise your friend batting with a sudden slower delivery or a yorker.
- Double up with fielding customisation in local multiplayer - dont just bowl it different, plan your fielding setup as well and entice the batter into the big hit, only to get caught.
 - In game crowd noise and reaction to shots, wickets and other moments.
- Scoreboards both in game and for the desktop with detailed batter information.
 - Multiple views for Batter and bowler.

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- Action replays! You can repeatedly watch the big 6 you just smashed off your friends bowling!
 - Money for nothing and your runs for free? Hit the hovering target for free runs!

Title: Spud Cricket VR
Genre: Casual, Sports
Developer:
Hairy Man Games
Publisher:
Hairy Man Games
Release Date: 2 Nov, 2017

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Minimum:

OS: Windows 7 SP1, Windows 8.1 or later, Windows 10

Processor: Intel i5-4590 equivalent or better

Memory: 8 GB RAM

Graphics: Nvidia GeForce GTX 970, AMD Radeon R9 Fury equivalent or better

DirectX: Version 11

Storage: 180 MB available space

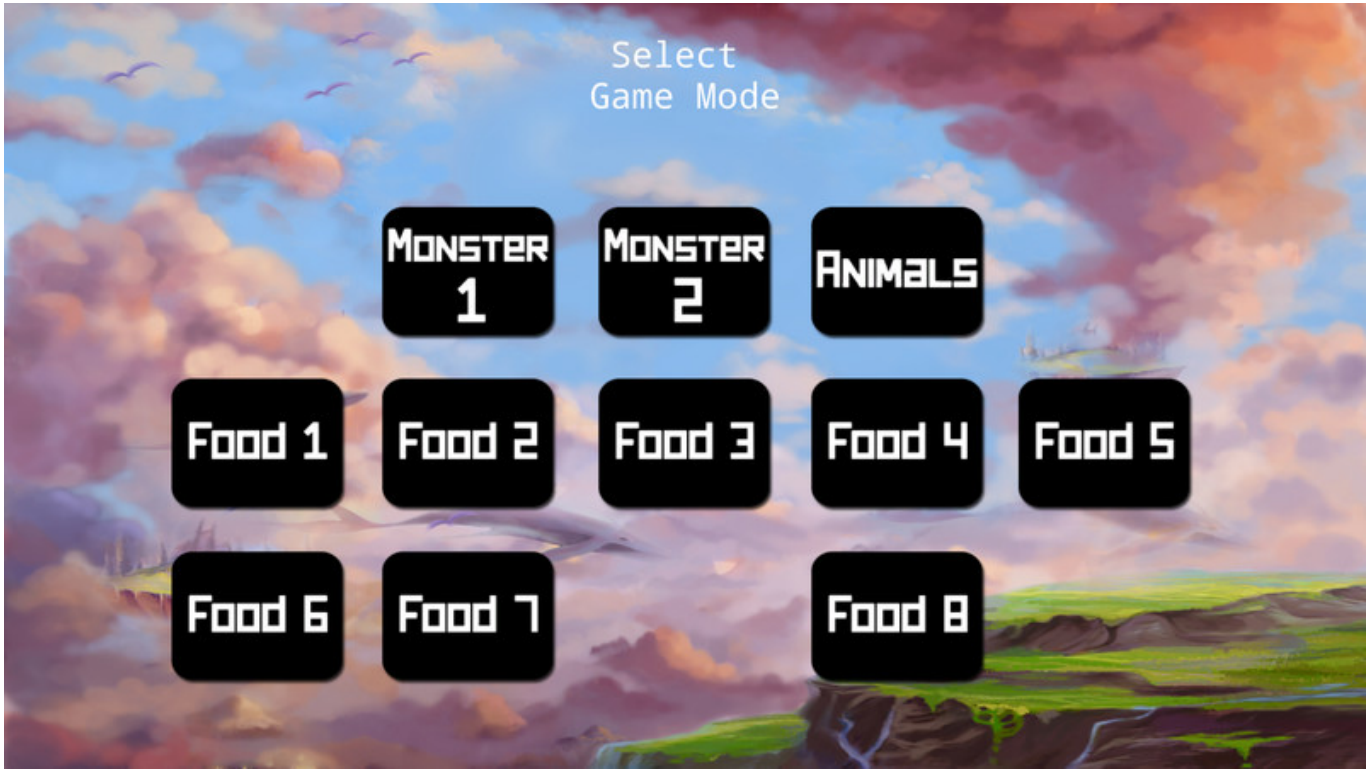
Sound Card: Sound Blaster compatible

Additional Notes: Oculus Rift with controllers / HTC Vive with controllers

English







spud cricket vr

Great game with a great concept. The only problem here is getting a good solid amount of cards and the multiplayer and deck builder online. If you can do those things this game will be the most popular card game in vr and the only one of its kind.

It's very promising and I hope the developer puts in the effort.. Not enough sex.... fairly standard rpg in that you can be a caster or a hunter with range weapons, and a hack and slash guy. the quest are fun and it is adictive, the monsters look good also, has a weird areana fighting quest to do that are not really worth doing but still overall a good game.. It's pretty easy to complete, i did it on 2 hours... But else it's a fine game. XD

it's the price worth, no more.. Really nice to have a good turn based strategy set in the era. I am really enjoying it so far.. Not quite a game, more of an interactive story.

First and foremost: the art is gorgeous. The character portraits are full of personality and the dioramas have a dream-like quality to them that really helps sell the setting (rural France). The main character's appearance also changes according to the choices, which I enjoyed.

The primary game mechanic is the pair of alignments - Globe/Star (belief) and Sun/Moon (attitude), corresponding roughly to science/occult and nice/b*tchy. Various dialogue options will pull you towards one of these alignments, though your exact position on the xy chart is not shown. It's an interesting conceit as in theory there are four "builds" - Globe-Sun, Globe-Moon, Star-Sun and Star-Moon (nice scientist, mean scientist, nice witch, mean witch) corresponding to the four endings.

Generally, the story works better if you go occult - being curious and actually gathering evidence (like you want to be in this kind of game) will often pull you towards the occult scale, while staying on the 'science' side often requires you to be wilfully blind to all the supernatural stuff going on, like Scully in the X-Files. There is some attempt to suggest that the magic parts may be a bunch of trickery, psychology and folklore, but it doesn't make a lot of sense in the context of the story.

The story ends somewhat abruptly - it feels like it's missing a third act, and in particular the Globe-side endings leave the story ending on an unsatisfactory note, with a ton of loose ends that don't get wrapped up.

Finally, the game doesn't allow you to save and load, instead employing a checkpoint autosave system. This is really good during the first playthrough as it makes your decisions feel like they matter, but being able to save/load at will would have made subsequent playthroughs where you're making different choices to see the content much less repetitive.

It feels like I'm slagging this game a bunch, but on balance I still liked it a lot and feel like it was worth full price. At its core, it's a really beautiful interactive story. At a solid 7/10, with a playthrough clocking in at only about two hours, it's worth a shot.. One hour in and am enjoying this tower defense experience - the difficulty seems "just right".. 203 AP do not open!. Extremely satisfied with a purchase. Worth every penny! Yes, it's not a shortest tutorial, but if you follow all instructions you will definitely increase your modeling\unwrapping\texturing skills. Thanks again. One of the best tutorials i have ever seen. If you are looking for the original Insane Style, this is not your game.

When I was young my dad had a software sub. Apogee games would come to the house all the time and this was one of them. Lots of nostalgia and easy game play. The coolest thing about these is being able to have all the episodes at once. Back in the day they'd send episodes on different blue floppys. It was 1992, so thats how it was.. Bad game the whole time you are just wild clicking on items to collect.

Some items are not seen in the tall grass. There are better games of that concept that do not cost.Real waste of money to buy the game.

The game has 90 levels that are all the same, the maps differ only in that they are different items Collect and the background changes.

Fun factor 0

Frustration factor 10. It's particularly well-written with a colorful vocabulary fitting for the time period it portrays. Two things that irked me: personality stats and the ending.

The personality stats, as is a problem with many ChoiceScript games, force you to lean towards one trait or the other if you wish to enjoy success on certain choices. For example, the game has a stat for BloodVMelancholy. Now certain situations the game presented made me feel optimistic while others had me worry. Responding accordingly didn't feel rewarding as it seems no choices favored having balanced BloodVMelancholy.

The ending felt a bit lackluster. Of course the game isn't so grand that it will have you slay dragons or save the world but it lacked some sort of decisive epilogue that would tell the tales and legends left behind by your character. The despite the high renown and top-rank position my Fool ended up with, the last bits of the game said little more than, "You did it! Congratulations!"

Despite those bits, I highly recommend giving it a shot. It's good fun, a quality read, decent length, and has ample branching narratives.. Find out what I thought about the game here (Youtube video review included!)

<http://www.arena-fighter.com/vsky-arena-review/>. Reviewed live on [The One Review over at twitch.tv/runew0lf](https://www.twitch.tv/runew0lf)

[Imagine a game that sounds like you are in charge of directing and orchestra of chimps.](#)

[Now take away any kind of fun.](#)

[And put in some mindless task, like talking to a small child.](#)

[Music i cant say wether its good or bad as its just a random jumble of sounds.](#)

[graphics i suppose look ok...](#)

[just gameplay is complete tosh!](#)

[.I am a bit conflicted about this due to my personal gripes with this game's story. Don't get me wrong, the game's story is awesome, but only the Princess/staff aspect of it which feels well-fleshed out and intriguing. Sadly, though, the actual continuation of Geron and Nuri's story from the previous game feels like a mere distraction happening on the side. As someone who mainly wanted to play this game to find out how their story continued, having to realize that both of them seemed to merely have gotten a side-role as supporting characters felt really disappointing to me. Not to mention that Nuri's condition kind of broke my heart slowly due to the dev's just having to add some high fantasy version of Alzheimer's in there which just slowly kicks in.\)](#)

[Yeah, I admit, I might be a sucker for tragedy and bittersweetness, but this time it just made me sad, rather than the usual mix of sadness and happiness/enjoyment. Maybe because Nuri's condition pretty much invalidates the first game's whole plot which sits badly with me. But the way she is written due to her condition is really well done, though. Every time it gets worse, it somehow hits you right in the feels.](#)

[Other than that, the game is just as good as the previous one was. It works the same way, has the same challenging puzzles and intriguing storyline and new endearing characters to add to the cast.](#)

[Like I said, the only gripe I have with this game is everything they did to Geron and Nuri. Especially the nerve to give us two endings \(one bad, the other worse\) and then actually trying and guilt-trip the player for picking the slightly less heartbreaking one. I mean, what gives? If that's how it's gonna end, I think even leaving it at the ending of the previous game would have been](#)

more satisfying than doing THIS to them. And why does the princess and the staff get a better ending than the original couple anyway? Especially since the staff, despite being quite the gentle guy, was enough of a scumbag to deny Nuri's treatment for selfish reasons such as Geron having to solve a puzzle which doesn't even have any relevance anyway. If you think about it, Nuri pretty much had to forget everything for no reason at all. If the staff had just asked of Geron to figure out the truth of the princess in exchange for him turning Nuri back into a faerie, I am pretty sure he would have done so. If not initially, then at least once the dreams of her eventually kick in.

sigh regardless of that, the story itself is good and I enjoyed it. I definitely recommend the game.. Sorry, but this game is really bad!

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