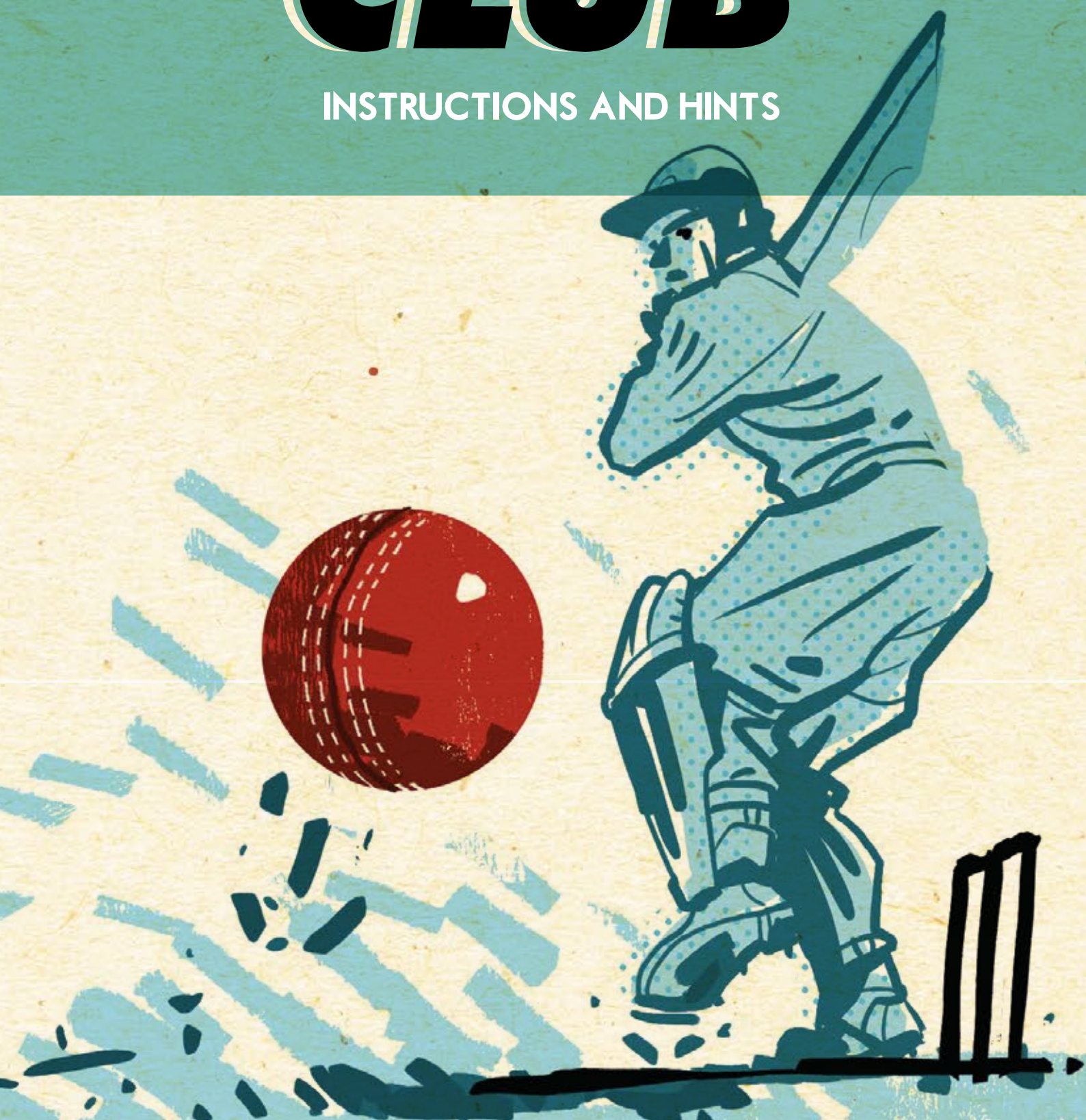


VERSO VIRTUAL REALITY PRESENTS

CRICKET CLUB

INSTRUCTIONS AND HINTS



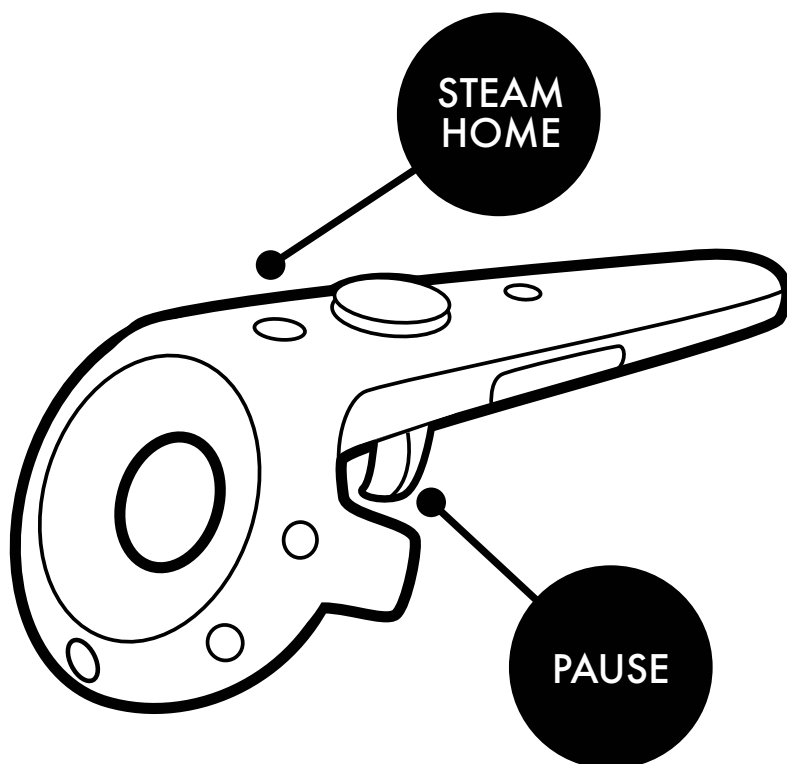
CRICKET CLUB

We developed Cricket Club because we love cricket. We love the feel, sound and the drama of cricket and with VR we thought we could get pretty close to replicating that feeling.

The game is still in development and we intend to add more bowlers, animated fielders, more venues and a 2 player strategic mode in the future. We are however a tiny dev team of 2, so some of these may take a while to arrive unless of course there is massive interest!



CONTROLLER AND GAME BASICS



In the shed, place your controller into your bat of choice. Select Test or Club with your bat (Hard or easy, easy lets you select a range of ball sizes), choose your options, enter your name and hit go.

In the game, to trigger the bowler, make sure you look just above the umpires head.

OVERVIEW

THE SHED

This is where you begin. Enter your name, choose your bat, choose your game mode and enter the arena.



Feel free to explore and test that bat!



INTERFACE

Here you can choose your avatar, check the leader-board, choose display settings, go to full screen mode and view your wagon wheel and other stats.



PLAYING HINTS AND TIPS

Cricket Club is a pretty reasonable simulation of real cricket as is testified to by former and current NZ Black Caps Dan Vettori, Mark Richardson, Craig Cumming, Mitchell Santner, Lochie Ferguson and Matt Henry.

Therefore it's best played like real cricket.
Keep your head still, and play straight in the 'V'.

Having said that, feel free to try and smash it to all parts, get that reverse sweep going and perfect that Dilshan scoop!

Occasionally the Vive controllers will lose tracking if your bat speed is too high or the lighthouse is blocked. If this occurs just hit the 'l' (lower case L) key on the keyboard and place your controller back in the bat.

Also, careful where you swing that bat, who knows what has wandered into your zone.

.....and, don't run for that quick single.

KEY COMMANDS

- l** Lost bat. Hit l if you lose bat tracking and the bat will reappear in front of the batter
- n** Use no bat (controller only) option
- t** Use tracker bat option
- b** Use controller in bat option
- h** Use controller in half bat option
- s** Deploy streaker

space bar

Re-set game

- f** Full screen

BAT OPTIONS

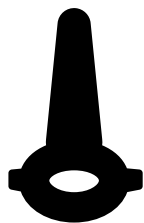
We've developed a number of options for batting in Cricket Club depending on the equipment you have and the size of your playing space.

We have had great success using a real (plastic hollow full size) bat. The immersion is far greater and we recommend attempting to attach a controller to a plastic bat to get the most out of the game.

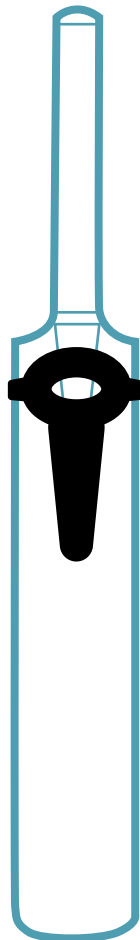
In the future we'll look at developing a system to attach the controller to a bat. In the mean time we just use a foam pad and some sturdy velcro straps.

We'll post some pictures of our own bat arrangements on our Facebook and Cricket Club websites.

BAT OPTION DIAGRAMS



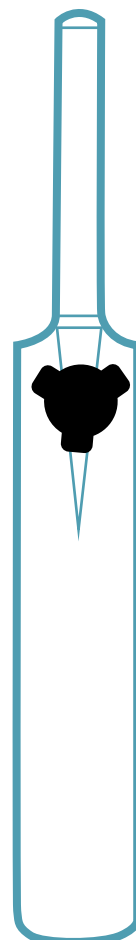
A



B



C



D

BAT OPTION DESCRIPTIONS

- A Is the standard no bat mode.
Press **n** to access this mode.
In this mode the bat has collision physics with the pitch.
- B Is the controller in bat mode.
Press **b** to access this mode.
The toe of the controller is mounted 29 cm from the toe of the bat.
- C Is half bat mode.
Press **h** to access this mode.
This mode has collision physics but you are holding a cut down bat, making it a little safer.
- D Is tracker in bat mode.
Press **t** to access this mode.
This is the ultimate arrangement with the easy to mount Vive tracker with the bolt hole 48cm from the toe of the bat.

ATTACHING CONTROLLERS



Here's some images of our bat arrangement. Note that we have had some issues with the tracker not being recognised when the other controllers are turned on. Switch em off and re-start seems to work.

THANKS

Huge thanks to everyone who helped in the development of this game.

In particular, Jamie Bell from the cricket museum at the Basin reserve who gave us access to the ground (just a day before a test match) and helped arrange former and current test players to play Cricket Club and give us invaluable feed back.

Also massive thanks to Nick Buckton for the truly wonderful natural cricket sounds with out which Cricket Club just wouldn't be the same.



Feedback and comments to
www.versovr.com