

Badminton Kings VR Full Crack [hack]



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About This Game



EARLY ACCESS TITLE: Expect glitches, and new content soon!

Badminton Kings VR is aimed at realistic badminton games using virtual reality systems. If you want to enjoy racket sports through VR, Badminton kings VR will be a choice without regret!

features

- Simple UI and easy control to play
- Advanced AI divided by 5 difficulty levels
- Variety of rackets from standard to funny style
- Applied the basic rules of Badminton
- Optimized with combination of vive racket sports set and tracker

Realistic physics, immersive sound, and fluid animation make you feel like you're really in the Badminton court. With physics designed to be as real as ever achieved in a Badminton simulator, you will forget you are in VR environment.

how to Play

Badminton is a racket sport played using racket to hit a shuttlecock across a net. Points are scored by striking the shuttlecock with the racket and landing it within the opposing side's half of the court.

Notes for Tracker Users

If you are a user using Tracker, pay attention to this article.

The basic settings in Badminton Kings VR are two controllers, the left controller means a ball for a serve, and the right controller means a racket.

If you want to use the tracker that is attached to the racket, turn off one of the controllers and then connect the tracker. After that, the tracker automatically means right racket.



Title: Badminton Kings VR
Genre: Casual, Indie, Simulation, Sports, Early Access
Developer:
Appnori Inc.
Publisher:
Appnori Inc.
Release Date: 12 Mar, 2018

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Minimum:

OS: WINDOWS® 7, 8, 8.1, 10 (32/64-BIT)

Processor: Intel i5-4590, AMD FX 8350 equivalent or better

Memory: 4 GB RAM

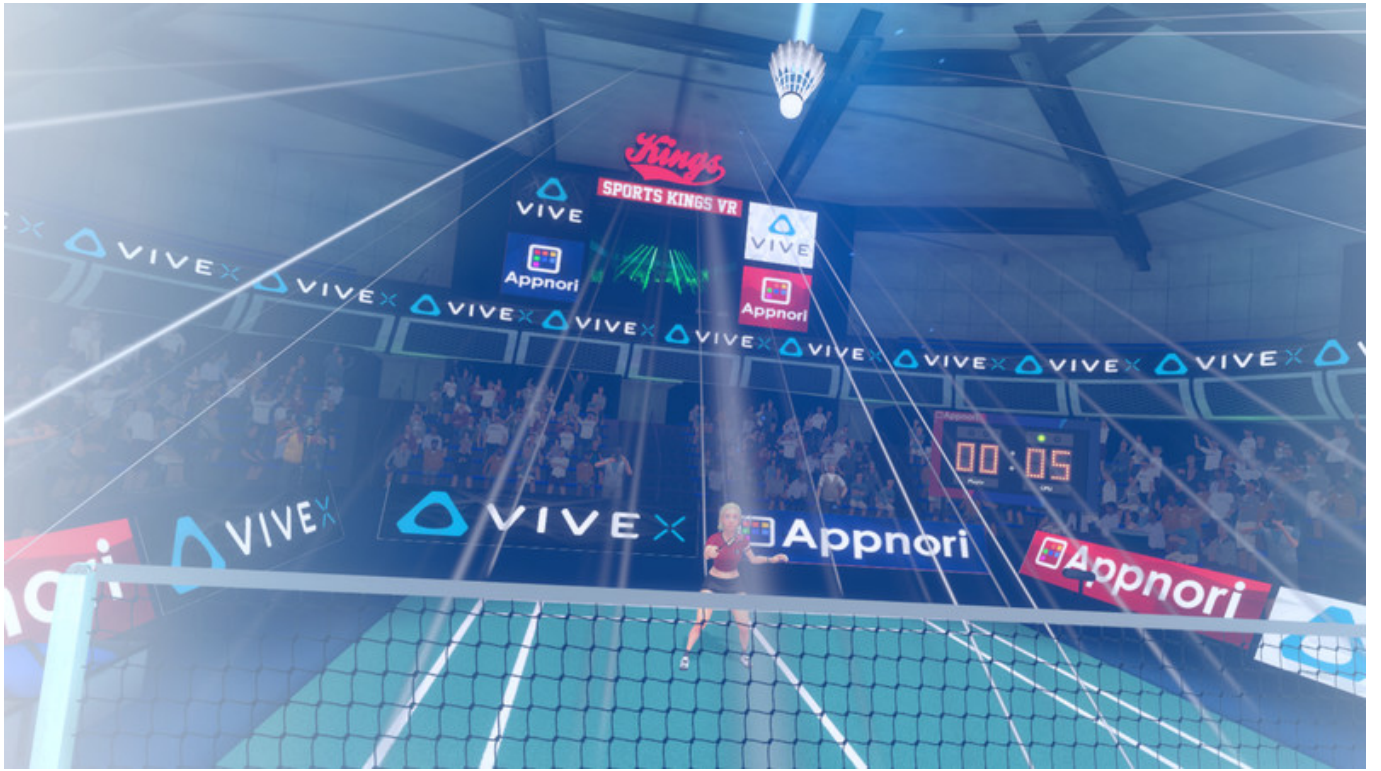
Graphics: Nvidia GeForce GTX 970, AMD Radeon R9 290 equivalent or better

DirectX: Version 9.0

Storage: 1 GB available space

Additional Notes: HDMI 1.4, DisplayPort 1.2 or newer

English







badminton kings vr

Amazing arena sense of presence, with audience behaviours, judges, and photographers giving a real sense of being seriously watched.. I was very excited when the appnori games began to get multiplayer updates. The developers seem competent with a steady amount of updates that brought different things such as graphical settings, and even catering towards people of either hand dominance. Unfortunately a friend and myself are not able to connect to the multiplayer servers. We've tried to globally connect as well as direct connections. We've even tried to simulate a local area network just to get it to connect peer to peer. All of this was not successful in the end and we are unable to try out the multiplayer. Although the game itself has a lot of potential and continues to play better every update, there are many flaws in it as well. I would like to see a wider variety of locomotion in this game to accomodate different play styles and areas. Not everyone would like to be teleported for instance. This is a paid game and at 15 dollars it is a bit weird to see ads in a game. I know they probably need to get their revenue back; heck the way they implemented the ads is pretty creative being on the billboard in game and all. At least before all of that is set aside I would like for at least the multiplayer to be functioning. These sport like simulations could potentially be great for esports type competitiveness, and it pains me that we are not quite there yet.. you guys ned to fix your mother

seriously, the birdie keeps going through the racket, the moving mechanic isnt working, and when i hit the birdie up, it goes straight down. dont play, its a waste of money.. Game is way to short for tyhe price, and the feel is very bad.

- 1) The court is too small.
- 2) The game is too slow
- 3) Every time it gets interesting it goes into the most annoying slowmotion effect, that ruins you timing
- 4) You can only make one serve, and it does not matter what way you hold the racket when you do
- 5) You do not have much control of how hard you hit.
- 6) If you try to do a net drop, no matter how you turn the racket, the shot if performed soft will create a shot going downwards.
- 7) The automatic movement is annoying. One of the games that can keep me playing for more than 1hr. However, I only have a 2m * 1.5m space, hence my oculus torch keep hitting my computer desk or my computer whenever the shuttlecock falls short in front of me. These cost me a lot of points amd scratches to my Torch controller. Hope the developer add movements of us via the thumb pad, so I can move a step or two more & able to reach the shuttlecock.

Overall, it is a great game!

I was really looking forward to this game and praying this game wouldn't be like the other esports games limiting how many steps I can take or forcing assisted moving. Badminton kings could be really awesome and one of the best sport games if there was an option to turn off the assisted moving. Assisted moving makes the game not fun or immersive for me. Please also add user adjustable sized courts so we can decide for ourselves how big we want the court in our play spaces. Some of us Vive users made big play spaces in our homes for games like this. Add these two features and this game would be one of the best for fun, sport, and exercise. For now it's a refund until the devs put these options in the game. I would buy this and Squash Kings again in an heartbeat and even for more money once these player options are added.

I will change this review once assisted moving is an option and we can choose the size of our courts to best fit our play spaces. Big or small. I'm just tired of us vive large play space players being ignored.. UPDATE: I just tried this game again and I can confirm that the random fps drops are gone now! And I can say that this game feels so GOOD to play!

Pros:

- I really love the "bullet time" that you get to give you a chance to do a satisfying smash! And it doesn't feel like it's too easy to get to do that every time, so that's a plus.

- I like that it moves you automatically to where the shuttlecock would land. However, it's not like with the other games where you're teleported around. You are instead eased in and out between points. Personally, I love the movement as it currently is since it's neither too slow to cause nausea nor too fast (or outright teleport you) to cause you to lose your bearings for a bit.

- Gameplay is smooth and it's easy to keep up a rally between you and your opponent. I don't feel that it's too hard to do a simple act of hitting the ball. However there are exceptions...

Cons:

- The shuttlecock feels more like a tennis ball than a shuttlecock. It doesn't feel floaty like it's supposed to be (because it's lighter and has feathers that affect its aerodynamic properties) so sometimes when it flies high up, my timing seems to always be off when trying to hit it, even though I can hit these easily in real life. Maybe making it stay for a bit up there could help.. This is a minor thing for me however, since I can easily get used to it with a bit more playtime.

- Maybe it's just me being too conscious, but I feel like the some of the audience snicker and laugh at me when I lose a point. Don't get me wrong, I love it when they cheer for me harder than my AI opponent when I gain a point, but when you're on a losing streak and too conscious like me, it might get in your nerves. This is also just a minor thing for me though since I can easily ignore them.

Overall, I would definitely recommend this small game, partly because I like the execution, but also because I've been looking for a game like this in any game system for a long time now! However, I would like to see more options available to us so we can customize our gameplay experiences any way we want, like some other reviews have mentioned.

ORIGINAL REVIEW (invalid now)

Check this video out to see the fps problem I've been having: <https://youtu.be/vu3iF3LLJX8>

[So far, I don't mind not having the usual options like sound settings and whatnot, since this is still Early Access, but what I cannot stand is the fact that, while playing in a match, the game's fps just dips from 90 to 30 for seemingly no reason, making me feel really queasy and making it difficult to hit any shots.](#)

[I got a decent computer \(AMD R9 390X, i5 6600k, 32gb RAM\) that can play any other VR games at 90 fps all the time, so that can't be the problem.](#)

[I've also run this game on two separate graphics drivers versions \(AMD 17.12.1 and the current version, 18.3.2\) and the fps dips are still there.](#)

[I've got both my CPU and GPU liquid cooled, and I ran this game immediately after booting up my computer, which I first let cool for an hour, so it can't be the temps.](#)

[Finally, I've recorded the video above with a camera instead of a game recording software, and I'm using the game recording](#)

software in the video only for its FPS counter, so it can't be that.

After all this, the only thing left that could cause the problem must be the game itself.

In its current state, I would not recommend getting this game. After this problem is fixed, I will definitely change my review. Hopefully this gets fixed soon, since I've only got 13 days left before I refund this game...

Edit: It seems the fps dips whenever the shuttlecock is on the air. Not sure why goes all the way down to exactly 30 fps though.

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