

A decent batting average makes waving your sticky hands around a good time.



## What The Bat?

Bring your hands together



### INFO

**FORMAT** PSVR2  
**PRICE** TBC  
**ETA** Out now  
**PUB** Triband  
**DEV** Triband  
**PLAYERS** 1  
**LENGTH** 2-3 hrs  
**ACCESSIBILITY** Left-hand mode toggle; customisable player height



**W**hile the Sense controllers are littered with all sorts of fancy buttons, forget about most of them for this one. The premise couldn't be simpler: you've got huge bats for hands, so how will you solve the many challenges life throws at you using only your wooden appendages?

It's a fab set up. Simply swinging the bats around to interact with the world is fun in and of itself. When they collide with objects it's signalled by haptic feedback in the controllers, making them feel genuinely weighty. If you're new to PSVR2 you might find the sensation strange at first, but it makes interacting with everything around you in this room-sized game feel possible, even if it's just whacking out a tune as you drum on a table.

Each challenge is fast-paced and straightforward (there are over 100 to whack your way through), and they're collected together in themed worlds (like one where you're a baby, and another where you go on a trip to a museum), and strung together in levels in which a problem often escalates. These usually involve finding a trophy and interacting with it, the very first requires you to press a button on a pillar to generate a ball which – you guessed it – you then have to knock into your gleaming prize.

### LIFE LESSONS

The best challenges are those that either ask you to do something mundane with your bat hands, such as brushing your teeth or (most devious of all) putting toast in a toaster, or force you to think hard

about ways to interact with the world – with smashing things being a huge plus.

Unfortunately, with so many challenges, a lot of them are essentially repeated activities dressed up with in new sets, without really evolving the concept (the main exception is an end-game sequence that does

then hit it into a target', that's not all that exciting. And while that isn't *always* the answer, it does occur a little too frequently. In the same way, there are challenges where your bat hands are largely irrelevant as you're required to, say, poke a joystick to control something else. It's not as if the devs are afraid to

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humorously tie together most of what you've learned).

The game also begins to lean on activities that don't present interesting challenges. If the question 'How do I interact with this world using only baseball bat hands?' is always answered by 'Press a button to summon a ball or other object into existence,

throw in weird situations – at one point you pickle a tractor – but when you're playing a game that's all about funny, quickfire physics challenges and only lasts a couple of hours, thinking 'Ah, this again' takes away some of the shine. Nevertheless, the physics feels good, and hitting things with a bat is always fun.



Not as consistently inventive or as funny as we'd like, but still a great physics playground to mess around in and get used to what PSVR2 has to offer. **Oscar Taylor-Kent**



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34

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