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## ADVANCED CONTROLS - BATTING

### BATTING

So, you've mastered the basics of batting and want to move up the levels in the game. Here's the advanced batting system. You will be required to use at least some of this on Pro Difficulty and above.

### READING THE FLIGHT

As the bowler delivers the ball you must watch the Ball Marker to determine the line and length it is taking. If the circle is fully coloured it is aiming straight at the middle stump, a gap to the left or right will mean it is either going down leg or off stump. A half circle indicates that the ball is pitching very wide of the stumps.

The colour of the Marker will indicate the ball delivery length. Red indicates a short pitched delivery, Green a good pitch and Yellow a full pitch.



[NOTE: Images are based on right handed batsmen]

### FOOT PLACEMENT

It is extremely important to get your foot placement correct, both in terms of back and front foot, but also in line for the pitch of the ball to allow for maximum shot control.

Left Stick is used to pick your foot placement. Pushing Up on the Left Stick positions the batsman for a front foot shot with the expectation the ball is coming straight at the stumps. Left Stick pushed Up and slightly to the right selects a front foot shot with the expectation the ball will bounce in a line that would be just outside off stump for a right handed batsman, Left Stick Up and slightly to the Left attempts a front foot shot with the expectation the ball will bounce in a line just outside leg stump. The reverse is true for back foot, with pulling straight Down being a back foot shot with the expectation the ball is coming in line with the stumps.

As the difficulty level increases so does the need to be more precise with your footwork to ensure a good connection between bat and ball.

Foot placement may be decided as early as you wish and can be held in place until you execute your shot placement.

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## ADVANCED CONTROLS - BATTING

### SHOT PLACEMENT AND TIMING

Right Stick is used for shot placement and timing, with the timing of the stroke being extremely important in terms of connecting well with the ball. Mistimed shots often cause edges and may result in the loss of a wicket, whereas well timed shots hit the sweet spot of the bat and are more likely to result in boundaries.

The most appropriate shot will be executed relative to the area the on the pitch you wish to hit the ball.

### GROUND SHOTS

Ground shots are controlled with foot placement and shot direction. Timing the shot well keeps the ball on the ground unless performing an advanced shot.



### AGGRESSIVE SHOTS

After becoming familiar with gameplay using the basic controls skilled players may implement "modifiers" that allow for extended shot types. **RT** adds extra power to shots but will affect the timing, care should be taken when implementing these types of shots, especially when facing a bowler that mixes up the delivery speed.

The **RT** modifier controls aggressive shots, the greater the pressure on the **RT** button, the more aggressive the shot will be.

### DEFENSIVE SHOTS

The **LT** modifier controls defensive shots, the greater the pressure on the **LT** button, the more defensive the shot will be.

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This game has been released for PC, PlayStation and for XBOX users Oct 20, 2014 How to enable Keyboard controls in Don Bradman Cricket 14? Nimish David Mathew.. Feb 03, 2018 Cricket games are very addictive for cricket lovers Many cricket games has been released in the past decade.. In case you don't know, this game requires a gamepad in order for proper functioning.

1. [how to play don bradman cricket 14 with keyboard](#)
2. [how to play don bradman cricket 14 with keyboard \(simple method\)](#)
3. [can we play don bradman cricket 17 with keyboard](#)

It's not optimized or made for keyboard due to the complex controls of the game.

## **how to play don bradman cricket 14 with keyboard**

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### GROUND SHOTS

Ground shots are controlled with foot placement and shot direction. Timing the shot well keeps the ball on the ground unless performing an advanced shot.



### AGGRESSIVE SHOTS

After becoming familiar with gameplay using the basic controls skilled players may implement "modifiers" that allow for extended shot types. **R2** adds extra power to shots but will affect the timing, care should be taken when implementing these types of shots, especially when facing a bowler that mixes up the delivery speed.

The **R2** modifier controls aggressive shots, the greater the pressure on the **R2** button, the more aggressive the shot will be.

### DEFENSIVE SHOTS

The **L2** modifier controls defensive shots, the greater the pressure on the **L2** button, the more defensive the shot will be.

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## how to play don bradman cricket 14 with keyboard (simple method)

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