
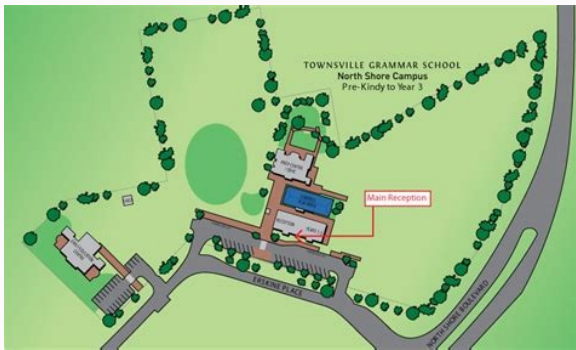


## Hand cricket app

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A new way to play the same old game. Hand cricket is a game in which many students play entertainment. Uses the concept of crying and plays manually. Hand cricket is a game in which two players have dimensions on the fingers. If the calculations are the same, a player with a stick is announced. Otherwise, the player's account with a stick is added to the general teams of the Vatin team. Hand cricket will allow you to survive the past and offer a better experience with different and innovative functions. There are 30 different combinations with 1-door formats and 1 to 10 unlimited doors and places. This breed allows you to choose and play with your favorite settings. Don't you like a cup? The target function allows you to define the goal and fun without howling. He has something for everyone. Playing this game is simple, fast and practical. Just press as quickly or as you want, and the game will be played at your speed. You don't have to wait for your friends to put a number when they think! The navigation desktop contains all the information needed to be successful. From your account to the level of influence and medium values are desirable statistics. The player's dream in cricket cannot. Play with animated experience and tap by pressing a real button with the return of the jump, which vibrates according to the number in which you play. Closing is of course more fun now. Win pieces after each game and get a control table. Share the game results after the game is completed to show your friends a match with newly raised nails. Share statistics at matches with friends and make the challenge better than you! Share success with your friends on the management table and be proud of all the successes in this game. The race is everything, so play more games to get more coins. The main design, 3D effects and colorful, but soothing colorful patterns, you just want to see your projection. Manual cricket supports full dark mode on the device. So play with the bottom that relaxes the eyes. Hand cricket is currently free and does not support any ads, so you can get the best impressions. A detailed guide on how to play this game for anyone who has never played this creative game at school. It's too simple, so hit. If you liked the request, share it with as many people as possible and write a review. Your opinion is very important. January 14, 2021.1.2.2 - It has been added to users indicating that their data will not be saved due to the Internet connection. It is a very good application. There is an area where new features can be added, which I am sure will be developed. A very nice friendly experience in general. The developer Shubham Arya said that application confidentiality practices may include data processing as described below. For more information, see the developer's privacy policy. This information can be collected, but may not be linked to your identity; confidentiality applications may vary depending on the features you use or your age. Find out more. Privacy policy for application support applications: Provide a new way to play the same old game. El Krikeke is a game played by many students to have fun. He uses jack and handball concepts. El Cricket is a game in which two players point to their fingers. If the scores are equal, the player who struck the ball is declared. Otherwise, the Vurner score is added to the total races on the successful side. Hand cricket allows you to re-experience your past with various and innovative features and to offer you a better experience. There are 1 window and 1 in 10 windows and 30 combinations of different formats. With this type, you can choose and play your favorite settings. Don't everyone like someone? The target functionality allows you to define a target and play without playing bowling. There is something for everyone. Playing this game is easy, fast and practical. Touch it as fast or slow as you want, and the game will play at your speed. You don't have to wait for them to give you a number while your friends think about it! The point card includes all the information you need to succeed. From your score at the top and the averages, there are all the statistics you may wish. The dream of a real cricket. Play live by touching a real button with sensitive vibrant feedback depending on the number you stolen. The writing is definitely more fun. After each match, win the room and get an advantage in the score table. After finishing playing, share your match results to show your exciting match to your friends. Share your match statistics with your friends and challenge them to do better than you! Share your success with your friends in the score picture and rent your successA game. The competition is everything, so be sure to play several games to win several coins. Elegant design, 3D effects and colorful, but relaxing color combinations, just to look with pleasure with pleasure. A manual cricket supports NATIVE DARK MODE on your device. So play with the background that relaxes your eyes. The hand is currently free and does not support any advertising to offer you the best experience. For those of you who have never played this creative game at school, here is a complete guide on how to play this game. Everything is very simple, so it depends on it. If you like the application, share as many people as possible and write a review. Your review is very important. This game is a tribute to one of my favorite children's games, a manual cry. He plays this game for more than ten years, and I am sure that everyone in the Indian subcontinent heard about it or played it at least once. Without too much coordination, it took several quick mental calculations to follow this game personally, in addition to the coordination of the doors, and I already said that it was fun to play? I created an application for a cry of hands to return these children's memories. This game is similar to what you played, but even better! With the HAND screaming application, you can make much more than track your account. You can find your stroke frequency based on a carrier, running, coins, rating and much more. You also have the opportunity to participate in the "50 best" in the most prestigious rating. You can also share the results, statistics and the name in the ranking with friends! Now I have reviewed how people play this game with fingers compared to how they play fingers. It was difficult to make this game because your opponent was not as smart as you. The computer can see the location of your numbers, but probably cannot predict how much you will receive. For this reason, tokens were implemented to prevent high grades, such as 5 and 6, to win the game. The monetary system allowed us to punish users who repeatedly send the same large number. However, when the game mixes the numbers provided for impact and bowling, encourage users with a large number of points and advantages of users. Between a real game in real life and a game on a mobile phone there will be a big difference from the absence of a human element. ButOver time, users will experience a new innovative way to play the same old game. I hope the fun continues and that you have the same joy of playing with the app as you do with your friends. If you are not familiar with the cricket or handball, I highly recommend reading the rules of the cricket and handball on this page. Come on, I'm waiting for. Now that you have read the rules (read if you have not already done it) and you know everything on wind, excess and racing, we can start. Ok, ok for too lazy people, let me explain it briefly. Running is an evaluation unit. Basically as "points" for people without cricket experience. Tore is really a great way to prevent opponents from scoring. In the game, it is something like "life". If you choose all winds, the opponent cannot reach the slopes. Overcoming: this is the limiting factor of the game. Not guaranteeing all your opponent's goals is the only thing that prevents your opponent from scoring. If the opponent hits them all, he can no longer mark results. Over has 6 balls and you can choose others to play with hand cricket. If you select the test option, it goes beyond unlimited. This means that you have to score all the goals of your opponent to prevent them from scoring. Well, your first step should be open the app :) and you will see the initial page with the "account" and "play" button. To create an account or register, click the Create Account button. I highly recommend unite you to compete with others to compete at the top of the rankings and show your statistics. As soon as you register, you will be addressed to a single page with all your game options. On this page you can see your positions and coins high. Underneath there is a target option (eg Life) and an overflow option (e.g. Margin Factor). If you are new, start with 1 wicket and 1 over. You can also choose the wind up to 10 and beyond to "try it". Now it's time to decide who scored first (i.e. Bat). Tap the coin to drop the coin or shake the phone to drop the coin, if you wish. The computer would accidentally create a racket or ball. When the racket appears, it prizes before (i.e. the first time), and when the ball appears, it comes out first. Now you can see the destination option. This option is just a scoreThis means you don't need to stream and can just hit. It is very important to note that you will not get any coins when playing in this mode, so you should use it only for training. Now all you have to do is tap the play button or swipe right. Congratulations! You have entered game mode. Finally! Watch the screen carefully. There are six buttons below. The number of fingers on the button corresponds to the number of points scored. Here, an inch corresponds to 6 points. Above these buttons you will also see a "Computer" and a "Result". In the realm of "computer" the computer is shown to reproduce itself, and in the realm of "result" is the result. Now let me give you an example to explain this clearly. Suppose you choose 1 door and 1 on the previous page. You shook your phone and the coin flipped over and landed on a bat. This means you will score first. You pressed the play button, and now you're on the play screen. Click 5 (0 a). If the computer has reproduced something other than 5, for example B. 1 (A nothing), you have scored 5 points displayed in the "Result" area. Your count on the scoreboard is now "5-0". 5 represents obstructed execution and 0 represents the number of gates lost. Suppose you enter 6 (0) and the computer enters 2 (A 1 nothing, so you have scored 6 more points. Now your result on the board is 11-0, and you have 0.2 VES of 1). 6 balls, so you have 4 balls left. Suppose you introduce - nothing, and the computer also introduces - nothing, you lose your door, because both are the same. Your gates and your turn have come to score glasses now you can see on the screen the target 12 is showing on the screen (your count + 1) is the number of races the computer should win now the time to start computer time. The computer randomly plays 1.1, 1.2.4.1, while it throws 6.6.6.5.2 If you calculate the number of computer plays, you get 10 (1 + 1 + 1 + 2 + 4 + 1) good job, Kevin, Kevin, Kevin, the computer can't do it now. Earn more runs when all overnes are completed. As you can see S scored 11-1 in 0.3 Obs and expected 10-0 in 1. That means you won with 1 run! In this example, if the computer takes 12-0 to 1, it will win. If the computer went 9-1 to 1 more, it would lose. If the computer got 11-0 or 11-1 in 1, the game would continue.Jump. Uff! It was a long explanation, but if you followed me directly to the end, you should be good enough to get started. Otherwise, I recommend watching videos online or read more in the app to hang them. So far it's about it. Playing the game is the total number of games you played during your signature. If you played the game and at that time you will not connect, your statistics will not appear. Happiness is the total number of winning matches. The total number of lost games. Legate: The total number of games associated with the same score. The total number of games retired without completing the match. The execution is the overall number you have collected at the pace. The best is your highest score when you fight in the game. If you have 2 points with the same best score, the result will appear with a lower number of doors. The speed of writing is (Global / Commune Racing Spheres) \* 100. This means that if you meet 100 balls or (16.4 excess), it probably gathered so many races. Suppose, for example, your SR is 330.17. This means that if you played 100 balls, you will probably get around 330 races, unless you lose your entire window. It can also be used to calculate the number of races you collected in each ball, and divided the speed of writing from 100. If the rate of 330.17 was significant, then approximately 3.3 points on the ball. This data helps to understand how many procedures usually evaluate. For example, a higher impact rate suggests that you generally insert 4, 5 and 6 more than any number. Media - these are races / doors. This allows you to know the average results of each door. Suppose we marked 289-10 during the match. This means that the average is (289/10) 28.9. If you gathered 47-3 in the game, the average would be (47/3) 15.67 grapes / doors. Your diameter also indicates the number of designs that you can estimate. For example, if the diameter is 19.38 and 5 door games, you will collect around 19: 38x5 = 97 (for a total diameter x). However, this calculation is limited by the number of fatigue you play. In total for more than you met with swimming. The door is the total number of doors you lost during the bathroom. The door is the total number of doors you chose in bowling. The best is the smallest result you have an opponent and you chose the most counter counter. If you received your opponent 46-10 in 1 match and also released 48-10 in the next match, then, then, then,This is considered the best in bowling. It is also valid if the assessment is 45-5, because you still chose more heads at 46-10. The shock coefficient is balls/goals during bowling. Please note that the level of strikes in the bowling differs from the degree of burst from the bat. Therefore, if the number of blows in power is 5.85, you will receive an average of 5.85 balls to choose the target. A lower stroke level is a good sign of how quickly you can eliminate your competitors. In diameter, this is the number of wheels that you agree to do for bowling on the target or rune/small door. If your diameter in the bowling is 16.21, let me 16.21 work before choosing a goal. The lower blow level is also a good indicator and tells you how economical you are in bowling - a total excessive number that you have reached your opponent. Railway is the total number of permitted work in the bowling. Rating - Here you will learn the general rating of all registered players of this game. We presented a system of coins, which does not allow users to repeat the same number again and again. To encourage people to give a different number during the game, we set a certain fixed value to each number. Of course, we cannot indicate how each number is estimated, because it will force the user to enter this number more often than other numbers. However, if you are ready to earn more money, I strongly recommend that you mix numbers both during the launch and during the bowling. The format of the match, that is, the number of excessive and small doors for the game, also solves your games. A shorter game with less goals gets fewer points than a longer game with a large number of goals. Users must also note that there is a fine for sliding in the format. In fact, incompatibility of formats is a situation in which the user decides to play the game and sets the format for this. For example, if the user decides to play game 1 with 10 goals, he is punished with a decrease in one point. This is because if you play in this format, you have a higher chance of winning, because you will have more goals that you can trust. Good practice is to protect the number of goals and maintain the same. The points are associated with unstable matches and are reduced for lost matches. If you want to maximize your coins, you should play with 10 goals in Test mode. The advantage of the game in this mode is to earn additional points for your "clean average". Network diameter (move diameter) - (yourto the bowling alley). This clean diameter can increase the pieces of the game by almost 6 rooms per game. Players must also realize that if this format leads to several parts, it can also cause a loss of more parts if you lose. You can find more help on how to play. play.

