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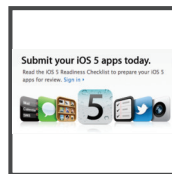
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Their iPhone Event



iPhone 4S: An
Interplay of
Hardware and
Software



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Today



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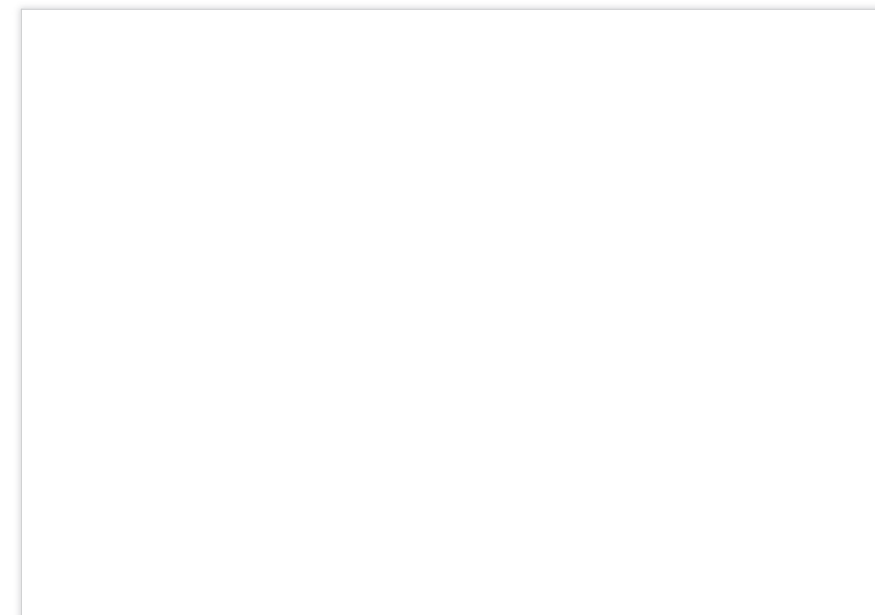
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Kickstarter Project – Tweet Land: Playing With Reality

by Chris Herbert

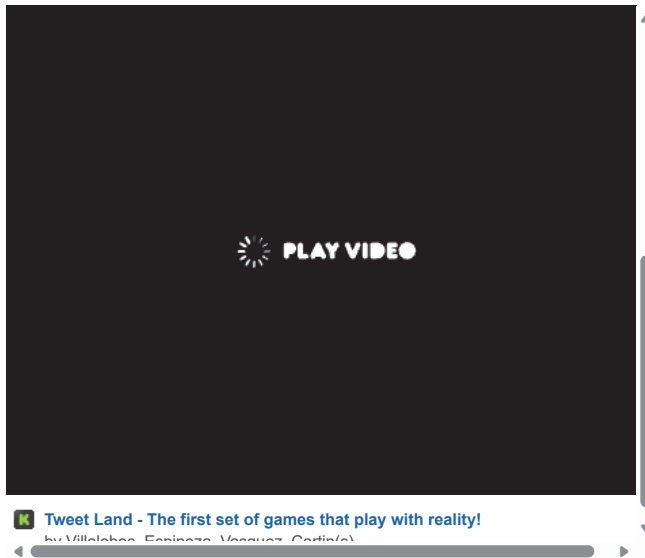


I hope you don't get tired of reading about Kickstarter projects because I enjoy writing posts about very cool ideas. A new project I found today is called **Tweet Land**. Tweet Land is the idea of six Costa Ricans that believe it's *"possible to reinvent the way video games are created. We believe in opportunity, that's why we believe in Tweet Land."* Tweet Land is one of the world's first video game platforms that plays with reality, or "Real Time Gaming."

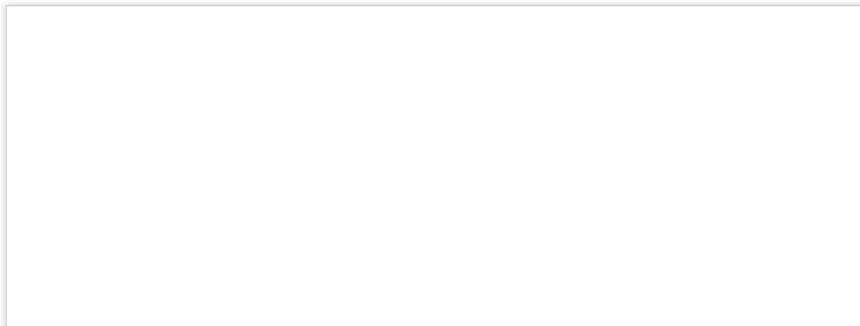
What would happen if people's social networks effected what happens in a video game? If you like the idea of the twittersphere becoming a virtual universe, this is for you.

Video after the break.

• On Amazon, Ecosystems, And "iPad Killers"



In the Tweet Land universe you will be able to play several videogames but it will launch with two initial games. A racing game called Route 140 and an action game called Love City.



The games work very simply; every time someone in the world tweets something, their tweets affect the gameplay of Tweet Land by triggering certain action-keywords. It could be a "car accident" in your racing game, it could be your hate-gun gets reloaded in the action game, it could be anything.

There are tons of situations that are triggered by their relative keywords that are tweeted.

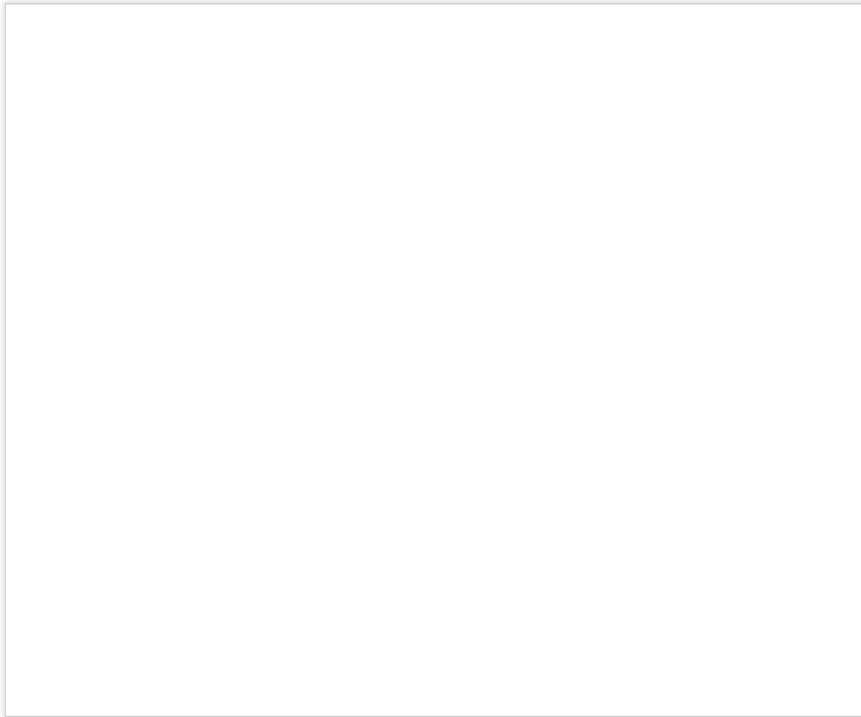
Some of them are:

- car accident
- meteor
- shooting star
- tsunami
- volcano eruption
- fireflies
- zombie
- beach
- love
- hate
- shotgun
- lightsaber

The best part comes is that people around the world are always creating tweets for the game based on real-life experiences; even if they are not playing or don't know anything about Tweet Land. Events and gameplay are always changing.

Kickstarter Project – Tweet Land: Playing With Reality

This six-man team from Costa Rica have limited resources and want to get Tweet Land off the ground so they have enrolled into a Kickstarter project. They have much more work to do and many things to pay for. Launch is set for mid 2011 for iPhone and a modern browser.



This Kickstarter Project is offering a variety of pledge amounts and cool rewards for doing so. Their goal is \$7,000 and with 28 days left they have \$1,100. If you're interested in pledging or want more details about this project, head on over the [Kickstarter page](#) or the official [Tweet Land page](#).

This is a great idea and we'd like to see this one made into a (virtual) reality.

• Follow the author of this post on Twitter as [@hrbrt](#)

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