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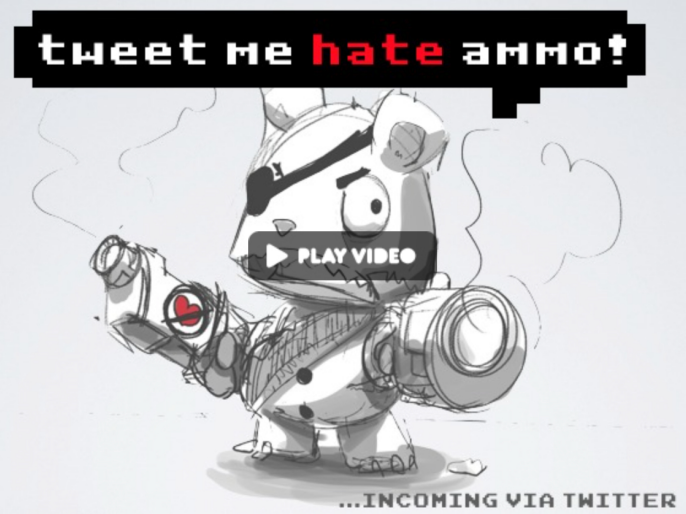
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Tweet Land - The first set of games that play with reality!

A Video Games project in San Jose, Costa Rica by Villalobos, Espinoza, Vasquez, Cartin(s) • send message

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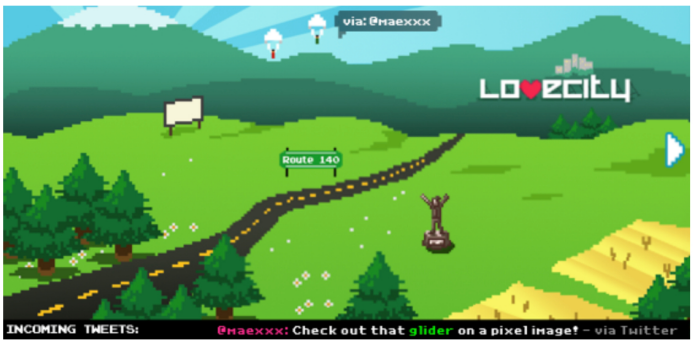
ABOUT THIS PROJECT

*Δ Give us a **Like** if you love indie games Δ*



What would happen if what people share in their social networks turns real? And best of all, if you could play with that? Well, if you like the idea of the twittersphere becoming a virtual universe, this is for you.

Welcome to Tweet Land, the first set of videogames that plays with reality.



This project was born because we always thought that it would be really fun if what people comment in Twitter could turn real. You know, from the serious stuff twitters sometimes talk about, to the really nonsense tweets people make daily. So we decided to start working on this idea, and that's how Tweet Land was born. We have now advanced a lot and are really excited, but our resources are limited. So we need your help to make Tweet Land what everybody of us dream of.

319
BACKERS
$8,613
PLEDGED OF $7,000 GOAL
0
SECONDS TO GO

FUNDING SUCCESSFUL
This project successfully raised its funding goal on May 4.

PLEDGE $1 OR MORE
25 BACKERS

Every dollar counts. The Tweet Land team will send to you a huge hug and a 'thank you email'. Also you will have this warm feeling that you helped build something awesome.

PLEDGE $5 OR MORE
91 BACKERS

The reward above + a pre-order of the iPhone version, so you can download Tweet Land (with Route140 or LoveCity -you choose-) for free when it´s ready.

PLEDGE $15 OR MORE
45 BACKERS

All the rewards above + beta-access so you can play-n-test Tweet Land before the public release and can help us build it collaboratively with your ideas.

PLEDGE $25 OR MORE
115 BACKERS

BEST VALUE!: All the rewards above + you will be tagged as a Founding Father of Tweet Land, and you will be part of the game via the Backer´s Monument that will show all the backers names that help build this land. Yourself in a videogame! Yay! + Also you will get a digital download of the complete retro-inspired original soundtrack of Tweet Land.

PLEDGE $75 OR MORE
25 BACKERS

INITIAL TWEETLAND GAMES



A race in the most dangerous highway of the Web



A city where Love and Hate finally face-off

In this universe you will be able to play several videogames. Tweet Land will be launched with two initial games. A racing game called Route 140 and an action game called Love City. Check out the video to watch the action gameplay. Hope you like them. Enjoy!

HOW TWEETLAND WORKS?



The game works really simple. Every time someone in the world tweets something, his or her tweets could 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.

We have created tons of situations that are triggered by their relative keywords that people might tweet. Some of them are:

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

We have many many more, but we don't want to spoil your game. And we will create even more. Many will be based on trend topics, many on actual events, and many others will be odd stuff people tweet (you know that happens a lot!).

The sweet part comes from the fact that people around the world are always creating tweets for the game based on their real-life experiences; even if they are not playing; even if they don't know anything about Tweet Land. So the events

ONCE IN A LIFE-TIME: All the rewards above + you will have a life-time free access to ALL the future games develop for Tweet Land, so you can download the new releases and play them anytime for the rest of your life.

PLEDGE $200 OR MORE

3 BACKERS

VIP LIMITED EDITION: All the rewards above (pre-order, beta access, Founding Father, soundtrack, life-time reward) + your own limited edition Tweet Land Art Box with: a pixelart poster of yourself in the game designed by our lead concept artist, two Tweet Land buttons so you can proudly wear them and an exclusive logo sticker signed by all the team.

PLEDGE $700 OR MORE

0 BACKERS

All the rewards above + A black-tie dinner with the Tweet Land´s team (*if you live in Costa Rica) or a 30 minutes Skype call with the full team, so we can show you our HQ and the full Tweet Land project behind the scenes.

PLEDGE $1,000 OR MORE

1 BACKER

'GOD OF TWEET': All the rewards above + you will be a Tweet Land´s God! This means you can create with us a unique customized Tweet Land event, so that it happens every time your chosen keyword is used. Awesome!!! *Restrictions apply

PROJECT BY

Picture 1

Villalobos, Espinoza, Vasquez, Cartin(s)

Straightpin San Jose, Costa Rica

Send Message

We are six passionate Costa Ricans that believe it is possible to reinvent the way video games are created. We believe in opportunity, that's why we believe in Tweet Land.

Tweet Land represents today, the chance of creating, with the help of everyone, the world's first video game platform that plays with reality. This is the opportunity to redefine from independent development what we know today as "Real Time Gaming". It's the opportunity to make our dreams, a reality.Thanks to our daytime jobs, the six of us have acquired experience on the digital area. But we thought it was time to jump out and start working in our own fun stuff.

To stop the talk, and start the doing.

tweetlandgame.tumblr.com
tweetlandgame.com
facebook.com
twitter.com

and the gameplay are always changing within the web and its thousands of conversations.

WHAT MAKES TWEETLAND AWESOME?

Tweet Land is the first set of videogames that plays with reality, making it different every time you play and endlessly replayable. Its main features are:

HOW WILL KICKSTARTER HELP?

We have plenty of Tweet Land done. But we have many more work to do and many things to pay for. We plan to launch Tweet Land before mid 2011, for iPhone and web browser with two initial games. One of the games is a racing game called Route 140 and the other is an action game called Love City. With your support we can:

- secure the ongoing development and multiplatform release
- pay the dedicated servers necessary to run the Twitter integration correctly
- buy software licenses
- and lock the Beta-phase so we can launch on date

BACKERS REWARDS



As some of the rewards, we are giving to every pledge of $5 or more a pre-order of the game so you can download it when it is ready, and for every pledge of $15 or more we are giving Tweet Land beta-test access before the game is on public release so you can help us build it with your ideas. Check the other cool rewards on the top side-bar.

THE FACES BEHIND TWEETLAND



We are a group of friends from sunny Costa Rica that all of our lives have been really passionate about videogames and the web. For this reason every one of us has specialized since years ago into web/software development, graphic design, audio composition, e-marketing, social media and digital creativity. We already have worked in award-winning projects ('Romeria Virtual' won Silver Cannes Lion; 'Wackylands Boss' became an AppleStore Top Paid Game; etc.) in our daytime jobs, but we thought it was time to jump out and start working in our own fun stuff. To stop the talk, and start the doing.

Hope you share our vision, and either you help us with a pledge or by spreading the word (give us a Like or tweet about it), we will really appreciate your support.

Gracias! Pura vida.

You can subscribe to our newsletter or take a sneak peek of the ongoing development at tweetlandgame.com

And by the way, everytime someone shares the Kickstarter link in Twitter, a fancy event will happen in Tweet Land site :D

****

*Y si sos de **COSTA RICA**, también podés donar al proyecto mediante la cuenta corriente del Banco de Costa Rica 001-0289540-4 y la cuenta cliente para transferencias SINPE 15201001028954040 cédula 3102624038 WHY IDEAS LIMITADA*

Have a question? If the info above doesn't help, you can ask the project creator directly.

ASK A QUESTION

Report this project to Kickstarter

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Creator Q&A: Tweet Land

Daniella Jaeger · April 12, 2011 · Leave a comment

Something went wrong :(

Ruffle failed to load the Flash SWF file.

Access to fetch has likely been blocked by CORS policy.

If you are the server administrator, please consult the Ruffle wiki for help.

View Ruffle Wiki View Error Details

Tweet Land - The first set of games that play with reality! by Villalobos, Espinoza, Vasquez, Cartin(s)

Tweet Land! What is more enticing than a game called Tweet Land?? Plain old Twitter is so passé by now anyway. In this video game, social networks meet social gaming as people race through game worlds impacted by real-time tweets. The six game-makers behind the scenes of Tweet Land want to "play with reality," which is such a fun phrase I asked them to tell us more.

How do players control whose tweets get incorporated into a game?

Right now anyone's tweets can affect your gameplay. The tweets used are chosen by the keywords they have. So if someone in New York witnessed a "car accident" and tweets about it, this tweet will affect Tweet Land players. It doesn't matter if they don't know that guy in NY and it also doesn't matters if that guy doesn't know about the game. That way, we can recreate reality and play with it in this virtual world, so the events can be triggered by anyone, anytime, anywhere. It's results are as unpredictable as the real world.

Is there a max number of players and/or Twitter users in one game? Can players play with their own tweets too?

Right now Tweet Land is a single-player game and you play with all the planet's tweets — actually this is what lets you feel like you are playing with reality! Also, another cool feature of Tweet Land is that you don't need a Twitter account to play — you can enjoy it either way. If we reach our goal, we'll definitely include a multiplayer mode in future releases, which is going to be awesome. We are also planning to include an option for the user to play only with his or her friends' tweets in the future. The more support we get, the bigger and more fun Tweet Land will be.

How'd you hear about Kickstarter and decide to use it?

Well, the first time we heard about Kickstarter was when the Diaspora project hit the web. Since then, we fell in love with the Kickstarter community and its ideals. We have pledged to many projects that we feel are awesome and always wished to use this platform for a personal project that fit. Finally, we started thinking about Tweet Land, a game that builds itself collaboratively by the world's tweets: a project that we really love, and thought the world would also. However, to finish it we needed funds that we didn't have at the moment, so, what better way to fund this collaborative game than a crowdfunding community such as Kickstarter. It was pretty obvious for us that this should be the way Tweet Land is born.

What other projects do you like on Kickstarter?

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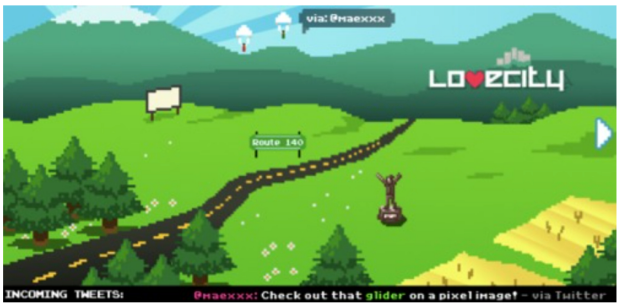
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Well, actually we are kinda geeky guys, believe it or not! ;) So we get really excited about technology and videogame projects. Since Diaspora we have been looking forward to these kinds of projects. The first project we backed up was a *Back to the Future* comic (that sadly didn't reach its funding goal). Other projects we showed interest in were the Power Laces sneakers (also *Back to the Future* related by the way), the Space Shuttle video project, and a book of high-tech scientific machines around the world. Finally, we have also supported the gaming community by supporting Orion: Prelude, an awesome first-person shooter game about dinos and mechs, and our favorite, the first Costa Rican project on Kickstarter, *The Return*, a movie that successfully reached its goal!



You can support the project here.

Q&As

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Log in to leave a comment

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Curious Kickstarter-Funded iOS Game 'Tweet Land' Surfaces

posted April 15th, 2011 1:35 PM UTC by Eli Hodapp in Games, Upcoming Games, iPhone games, iPod touch games



If you haven't heard of it yet, Kickstarter is currently the largest funding platform to creative projects in the world. It's the kind of site that you can sink *hours* into looking at all the incredible proposals people have. If you find something you like, you can "kickstart" it by throwing some money at the project. Each project has rewards to thank those who fund the project and one of the lower-rungs of the funding ladder usually involves getting a copy of whatever game/movie/product/etc is being proposed. It's a great system, and I really recommend looking into it if you've got some extra cash and want to support some great projects.

Anyway, something that caught my eye today was a project called "Tweet Land – The first set of games that play with reality!". It's a really cool idea, and it's already well on its way to meeting its funding goal. The basic premise is to release a series of iOS (and web) games that use tweets to create events in the game:

Something went

> The game works really simple. Every time someone in the world tweets something, his or her tweets could 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.

I think what sounds so cool about this is that I've been a huge fan of randomized games on the platform. Various roguelikes, endless runners, and others games that are different every time you play them really appeal to me. Using the *real world* as a "random" event generator seems like such an amazing idea. Although, thinking about it, the real world really is far more random than any random number generator ever could be. Chew on *that* for a bit.

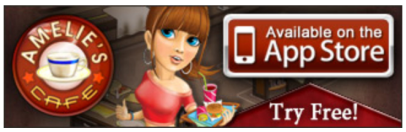
The down-side of all this Kickstarter business is that since we're essentially being pitched a concept, it could take quite a while for that to actually materialize into a game. Regardless, I'm excited.

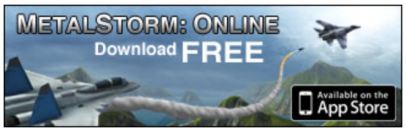
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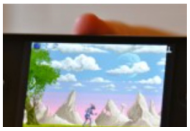
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  - 2.5 stars (13)
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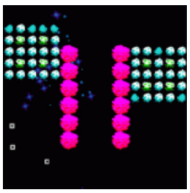






















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- Normalkid
- Retro Blast!
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- VideoGamesBlogger

iPhone Game Releases

- Orions 2 - (by Chillingo) +lite (613)
- Aves Creators WOW your ears with SLUGBUGS! (48)
- Sword of Fargoal v1.7 w/ Hi Res (3rd gen+) (2681)
- The Heist (Crack the vault, from MacHeist) (36)
- League of Evil +lite [$0.99 Sale] (v1.2 - Chapter 3 - the Jungle) (910)
- MetalStorm: Online by Z2Live Inc. (104)
- Angel Bounce - Scylla Games (0)
- Bug Heroes by Foursaken Media [Universal] - [v2.0: Six new heroes & more!] Now FREE! (3360)
- Synth Racing (version 1.004) (595)
- Tiny Wings [v1.1 Game Center, new nest] (1170)
- Ducati Challenge (19)
- Doodle Army 2: Online (488)
- Gel Mania - Featured in New and Noteworthy (61)
- Danmaku Unlimited ~ Bullet-Hell Shooter (344)
- A Knights Dawn [Universal App] (1)
- Wingmen: World War (5)
- ZENONIA 3: The Midgard Story - (by GAMEVIL) [Out in US] (314)
- On A Tilt V1.1 - Original Tilt Arcade Puzzle (77)
- Cat Physics [Donut Games] (v1.11 - 10 new challenges) (8915)
- Bug Zapper by Slimline Games (0)

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iPad Game Releases

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- Ducati Challenge HD (1)
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- Vampire Rush HD - (by Chillingo Ltd) $0.99 Sale (39)
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- BAD GIRL 3: Beach Party | A sexy, FREE adventure game for girls & boys (0)

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- Street fighter iv combos forum (23)
- Bomber man (0)
- Cool blog focusing on puzzle games for iOS. (1)
- Pocket Frogs Trading Thread (18486)
- Fruit Ninja Multiplayer Tournament (International) (359)
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- 50 Promocodes for "Animal Lab" version 1.1 - creatures you've never seen before. (10)
- PhotoBG Sale for a Limited Time - 50% off (0)
- Promo code in exchange for feedback: Smart Kid ABC (for Toddlers and pre-schoolers) (5)
- Amoveo is out, grab a promo code here!!! (10)
- Perfect Slice iPhone/iPad PROMO CODES (17)

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Upcoming iPhone Games

- BOT... 146,800,640 pixels of exploration (96)
- Trailer for Bump Color （By Embattle Games） (0)
- Battle Bears: Blast (That's B3 to you, meester) (169)
- Honey Tribe - Great art and music (13)
- Cavorite - 16-bit Steampunk Puzzle Platformer (16)
- Feed Me Oil - Published By Chillingo (14)
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- Hothead Games Announces Kard Combat (25)
- Goal Battle for iPhone is looking for BETA TESTERS +$10 iTunes Giftcard (39)
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- Anonymous on A Review of the iCade from ThinkGeek
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- bigrand1 on A Review of the iCade from ThinkGeek
- Anonymous on 'i3D' Tricks Your Eyes Into Seeing 3D, But Will It Be The Tool Developers Use To Put 3DS Games On The iPhone?
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