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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."

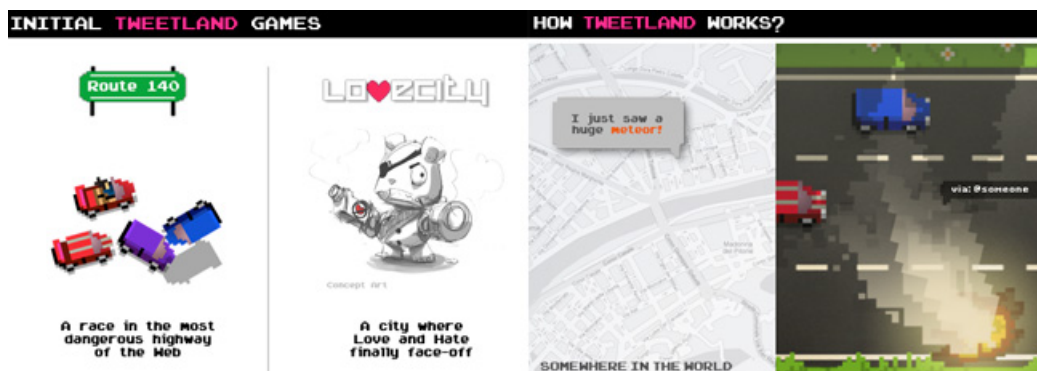
What would happen if people's social networks effected what happens in a video game? If you like the idea of the twittersphere becoming a virtual universe, this is for

you.

Video after the break.



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.

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.

Tags: iPhone, mac, safari

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