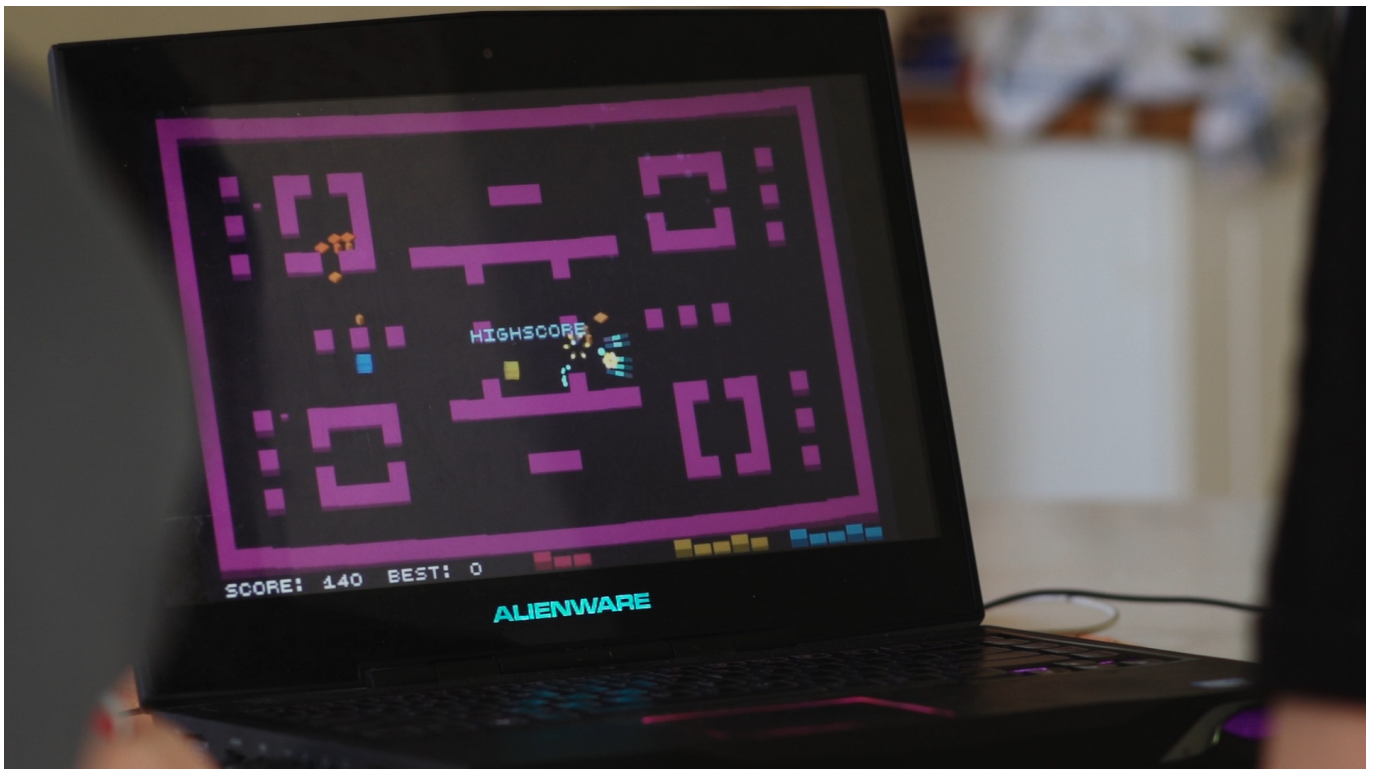


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## Super Game Jam Ativador Download [cheat]



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### About This Video

Super Game Jam is an engaging new documentary series following some of the world's most talented indie game developers doing what they do best. Filmed in five cities over a six month time period, each episode pairs two indie developers together for 48 hours and challenges them to create a game based on a theme suggested by their peers. The series examines the creative process, technical skill, and friendships that form through a game jam event on a more personal and intimate level.

## FEATURES

- Five short films about creation of five short games released over five months.
- Prototype versions of the game developed during each episode's jam.
- Special features include behind the scenes footage, music, and promotional trailers.
- Musical score by Doseone and Kozilek.

# EPISODE CAST



## Episode 1 | Utrecht, Netherlands

Jan Willem Nijman (Ridiculous Fishing, LUFTRAUSERS) + Richard Boeser (Ibb and Obb)

## Episode 2 | Berlin, Germany

Dominik Johann (Impetus, LAZA KNITEZ!!) + Christoffer Hedborg (Shelter, Pid)

## Episode 3 | Oakland, USA

Adam Drucker (doseone, Samurai Gunn) + Sos Sosowski (McPixel)

## Episode 4 | Gothenburg, Sweden

Jonatan Söderström (Hotline Miami) + Martin Jonasson (Rymdkapsel)

## Episode 5 | London, England

Tom Francis (Gunpoint) + Liselore Goedhart (Remembering, Nott Won't Sleep)

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Title: Super Game Jam  
Production:  
Bram Ruiters, Daniel Oliveira Carneiro  
Distributor:  
Devolver Digital  
Release Date: 22 May, 2014  
Country: United States  
Video Resolution: 1080p(5.7GB)  
Aspect Ratio: 16:9  
Audio: Stereo  
Running Time: 150 minutes

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**Minimum:**

**OS:** Windows 7

**Processor:** Intel Core 2 or AMD equivalent

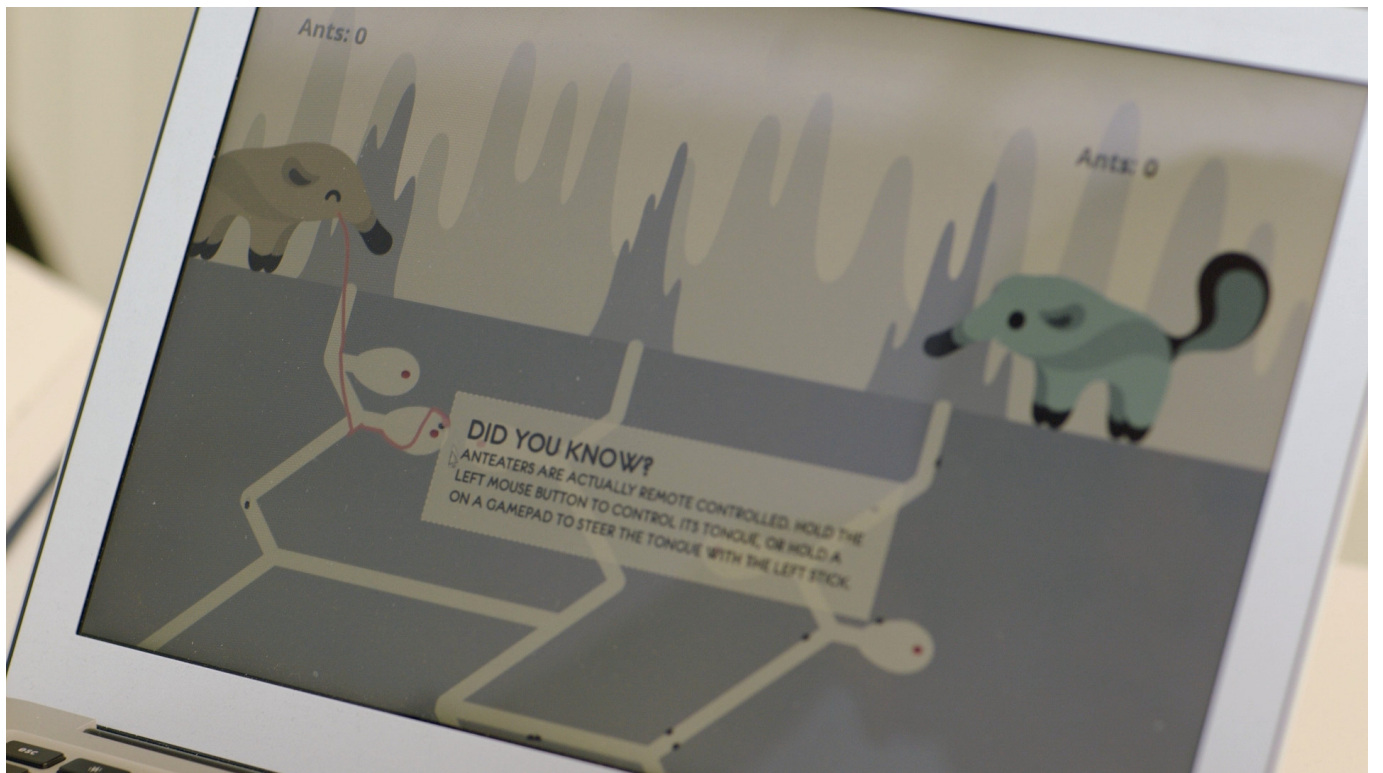
**Memory:** 1 GB RAM

**Network:** Broadband Internet connection

**Storage:** 200 MB available space

**Additional Notes:** Network Bandwidth of 5Mbps for 540p, 3Mbps for 360p.

English







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5 Episodes each is really entertaining and shows how creator of indie games work.

Super Game Jam gives an insight of how people who worked on really good games such as Hotline Miami are working in a short amount of time on a unique game idea. It shows how they find ideas to a theme and how they are developing the game they are thinking of.

You can also play the games they made in the episodes.

I really enjoyed seeing how the idea of making a game is evolving to something very good.

I recommend this Game/documentary because the games are fun to play and the documentaries are very interesting.. It was a great experience for me to see all 5 episodes with an extra bonus material. However, compilation of these videos & small games has one big minus - the price is very high.

7/10. Great for anyone who wants a sneak peak on what a game jam looks like and what can be done in little time with only 2 people. Wish each episode was longer though.. I expected a little bit more technical overview and motivation for beginning game designers\developers.

First episode - Navigator

As I wrote at the beginning of the review it wasn't what i expected. It was a little bit too shallow for me I would expect a little bit more of a in-depth documentary rather than "This is buggy, hmm, I know how to fix it!" and proceed to fix it without any explanation or comment.

Even though 48 hours isn't that much I think they could make the episode longer than 30 minutes

The game itself seems to be pretty good though, the design feels a little bit more mobile orientated to me, but heck, what do i know?

I'm curious what will the other episodes bring.. I've been searching youtube for a series exactly like this for the past 2 months.

Thank you devolver!. **Who would I recommend this for?**

**Someone who's interested in hearing some known indie developers talk about game design ideas and see how design iteration happens during a game jam.**

**Who would I not recommend this for?**

**Someone who wants to know how games are made.**

**Someone who wants insight into the game industry.**

**Someone who expects great cinematography.**

**Someone who expects a story.**

I bought it after all 5 episodes were out so I had no concerns over whether the price was worth it. For me, the second episode was the only slow one. I had no expectations of it being better than "Indie Game" so all in all it was worth the price for some entertainment in a topic I love.

. Super Game Jam is an incredible idea and has inspired many to create games inwhich people canget together and make games in a very short time. It is clear that even the most experienced game designer or designers in general learn from these game jams.

I felt that some of the camera movements and blurs where really OTT and really uneccery. It was really hard to follow and felt like a film student project. There could have been more time spent maybe POV shots of the designers creating the game or better questions asked as their designs seemed to have changed their ideas alittle or why they came to that conclusion in the end. It just felt alittle lost at times, but other than that it was inspiring!

. I enjoy game jams, and really enjoyed episode 1. I have to question if the project is still going on because it's July 12 and the June episode has yet to be released. I get wanting to hold things back if it's not ready but let the fans know first. Especially paid fans.

**My recommendation is a YES to watch the series but a NO on purchasing it until all the episodes are released.. Its a**

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short movie and it looks ok. Kinda a dramatized (and worse) version of what you would get in a free youtube ludumdare livestream. If you never ever had contact with game making, this might be interesting for you. In any other case, just go to youtube and watch a gamejam livestream for free, you will actually learn much more without all the drama they try to artificially insert into this thing.. It was a great experience for me to see all 5 episodes with an extra bonus material. However, compilation of these videos & small games has one big minus - the price is very high.

7/10



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bought on sales with \$5, worth it, watch until episode3 so far, love the video so much and the enjoyed to played the jam game as well. there are some uncut and deleted scene as well, :D. Nice series of a small documentaries about indie game makers participating in a 48 hour game jam.

The five part series gives you overshoulder look into different ways of trouble solving and creative workflows of five two person teams under tight deadline to create something playable.. For those of us who participate and enjoy game jams, this series is an absolute must-watch. For those of you who are aspiring game designers, here's your introduction into the industry. I have enjoyed every installment that has come out so far. In each episode, two game developers (you might recognize a few of them) are given a theme and are given 45 hours to make a game based on that theme. In every case so far, the two members seem to have very different backgrounds and talents. You'll watch them struggle as they come up with basic game mechanics, visual V audio effects , and work around various bugs that come up along the way.

It is unfortunate to me that most of the episodes have failed to meet their respected release dates. However, I'll let this slide, since every episode so far has been well put-together and properly polished into a professional looking product.. Great documentary series and great soundtrack.. There's a lot of people that've left negative reviews because they're frustrated about the delayed release of episodes. I held off buying Super Game Jam until all the episodes were released (partly because I was most interested in the final episode) and for the sale price of \u00a37.49 I don't at all feel duped or scammed.

If you're interested in documentaries - and in game development - then this is a fun little collection of short films that shed light on how indie developers operate. Though it doesn't represent everyday game development, the conceit of a 48h 'jam' makes for some interesting tension over the course of each episode. The strength of the documentary itself is probably the cinematography - it's filmed beautifully with a very intimate feel (especially since the setting is always the home of one of the developers); the score is also spot-on. As a designer I can really appreciate the way the content is presented through the Steam client in a very clean, simple interface. A similar attention is paid to the graphics in the documentary itself. And if you don't want to watch it in the Steam client the files are available as HD .mp4 files in the local files - so you can just pick them up and move them about DRM-free.

If you're only interested in the games...then I wouldn't bother. The price you pay is not worth the five rushed prototypes - but that's because at its core, this project was about the documentary. It's about the process of making the games, the people who make them and how they cope in a high-pressure environment. The games included in the purchase are not the focus - they're almost like special features. Speaking of special features - the 'posters' aren't all that great (in terms of resolutionVquality), but you also get some nice bonus cut content and an EP-sized bundle of music from Doseone and Kozilek.

For \u00a315, this is a tougher sell but you have to realize that not only is this a unique venture, it's an independent film. You'll pay something like \u00a310 for a DVD in the high street, so consider the extra 33% the price you pay for supporting independent artists (the filmmakers and developers). If you don't feel like paying \u00a315, wait for it to go on sale - anything below is a steal if you like quality, interesting documentaries made with a clear love for the subject.. What's here is good. Sadly, that's a single episode when the schedule says we should have three by now. When it's finished and all five are released, it might be worth the money. Based on the first one... eh. Wait for a sale.

And that "music" that starts the first episode? Please never do that again.

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