

The Long Way of Episodic Gaming

Ramon Nafria

Production@acrowdofmonsters.com

The Long way of episodic gaming

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Introduction

- Single games
- Online updates
- Sequels
- Dlc
- Episodic model

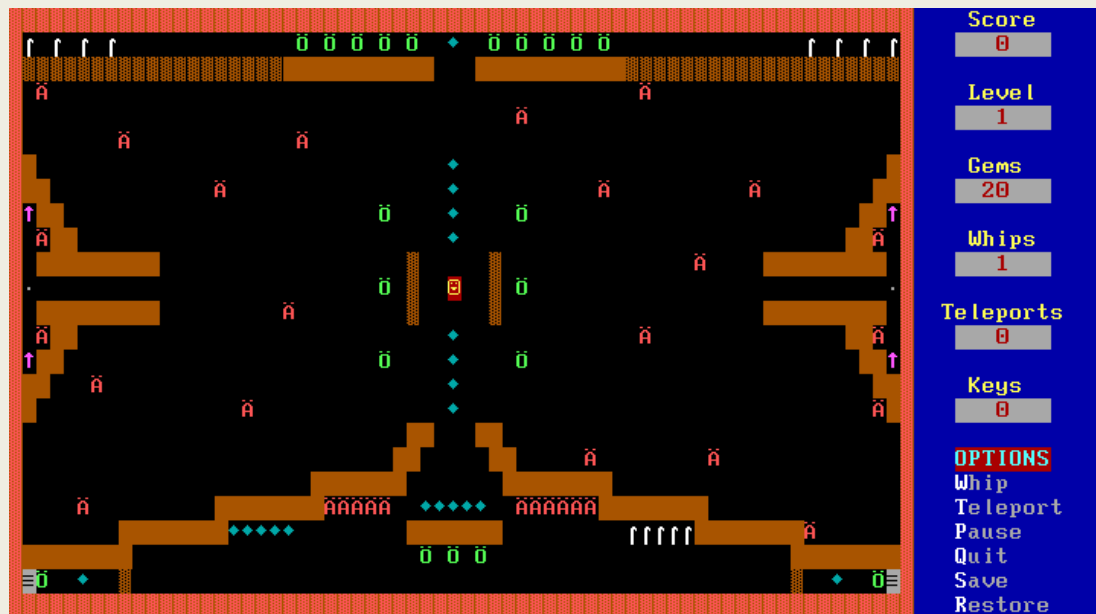
The beginnings

Temple of Apshai (Dunjunquest) 1979 - 1982



The beginnings

Kingdom of Kroz (Kroz) 1988 - 1990



The beginnings

Time Runners (Kroz) 1993 - 1994



The optical disc

El Dorado Gate (Capcom) 2001



The optical disc

Shenmue (SEGA) 1999 - ??



The optical disc

.Hack (Cyberconnect) 2002-2005



Internet

Half Life 2(Valve) 2004- ??



Telltale

Bone: 2005



Telltale

Sam & Max: 2006-2010



Telltale

Back to the Future : 2010-2011



Telltale

Jurassic Park : 2011-2012



Telltale

The Walking Dead : 2012-2014



After Telltale

Cognition: An Erica Reed Thriller (2012-2013)



After Teletale

Kentucky Route Zero (2013-XX)



After Telltale

D4: Dark Dreams Don't Die (2014-XX)



After Telltale

Life is Strange (2015-XX)



Advantages

- Less Risky
- Cheaper for the players
- More exposure
- Fastest to appear on the market
- Chances to use the feedback of the user for good of the project

Disadvantages

- If first chapter don't go well, it is difficult to continue
- Not for all type of games
- Some player disagree with this model

Our Proposal

Blues & Bullets : 2015

