KLASSIKER DER SPIELEGESCHICHTE

TEX MURPHY: TESLA EFFECT

17. JANUAR 2015
Tex Murphy

Mean Streets (1989)

Martian Memorandum (1992)
Under a Killing Moon (1994)


Tex Murphy: Overseer (1998)
Access Games / Indie Built / Big Finish Games

• 1982 Gründung von Access Games
• 1999 Kauf durch Microsoft, Umbenennung in Salt Lake Game Studio
• 2003 Umbenennung in Indie Games
• 2004 Kauf durch Take-Two Interactive, Umbenennung in Indie Built
• 2006 Auflösung
• 2007 Neugründung als Big Finish Games
Christopher Jones

http://www.mobygames.com/developer-sheet/view/developerId,1089/

Writer

Game Design

Production

Video / Cinematics

Quality Assurance

Creative Service
2000
  Love Story
  Star Strike
  The Exterminators

2001
  Point of View

2003
  Conspiracies

2004
  The Guy Game

2005
  Doctor Who: Attack of the Graske
  Fahrenheit
  School Days

2006
  Railfan: Chicago Transit Authority Brown Line
  Yoomurjak’s Ring original Hungarian release

2007
  Railfan: Taiwan High Speed Rail
  The Act

2008
  Casebook
  Mystery Case Files: Dire Grove

2010
  Darkstar: The Interactive Movie
  Heavy Rain
  Mystery Case Files: 13th Skull

2011
  Asuras Wrath
  Conspiracies II – Lethal Networks
  I Am Playr
  Jurassic Park: The Game
  Take This Lollipop

2012
  The Oogieloves in the Big Balloon Adventure
  The Silver Nugget
  The Walking Dead

2013
  Bear Stearns Bravo
  Beyond: Two Souls
  Hero of Shaolin
  The Walking Dead: Season Two
  The Wolf Among Us

2014
  A Bird Story
  Tesla Effect: A Tex Murphy Adventure
  Tales from the Borderlands
  Game of Thrones
  Contradiction
  Cloud Chamber
Tex Murphy: Tesla Effect

"For newcomers to the series who are searching for the pinnacle of FMV games, they can find no better exemplar than what is offered here."

http://www.adventureclassicgaming.com/index.php/site/reviews/856/
Mediale Bezüge

Rajewsky: Intermedialität
Cyberpunk
Selbsthistorisierung
Retro
Identitätsbildung
Computerspiele sind Teil der eigenen Selbstwerdung

„our peak preferences tend to attach themselves to things we encounter when we are in the neighborhood of twenty years old.“
(M. Holdbrook)
“On a more complex level, recalling these experiences makes us feel a stronger sense of social connectedness with others. We’ve done some research looking at what people usually describe as a ‘typical nostalgic experience’ and find that people typically think about positive experiences in which the self is the protagonist, but they are surrounded and interacting with close others [….] when asked to describe nostalgic memories, most people recalled social contexts and good relationships with others.”

Erinnerungskultur
Good Old Games

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€30.56 - €21.26
You save €9.30 (30%)

ADD TO CART

TEX MURPHY: MEAN STREETS + MARTIAN...
1991, Adventure

TEX MURPHY: UNDER A KILLING MOON
1994, Adventure

TEX MURPHY: THE PANDORA DIRECTIVE
1996, Adventure

TEX MURPHY: OVERSEER
1998, Adventure

http://www.gog.com/game/tex_murphy_1_2
Crowdfunding Fan Favorites

- Star Citizen
- Torment: Tides of Numenera
- Mighty No. 9
- Project Eternity
- Double Fine / Broken Age
- Wasteland 2
- Elite: Dangerous
- Shroud of the Avatar
- Shadowrun Returns
- Dreamfall Chapters: The Longest Journey
- Obduction
- Broken Sword: The Serpent’s Curse
- Leisure Suit Larry
- Carmageddon
- Tex Murphy: Tesla Effect

https://www.kickstarter.com/projects/139513174/contradiction