

Restart Level



# Critical Game Design Summary

## Karoshi Suicide Salaryman



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# Goal of Game/Video

- Kill Yourself
- <http://www.youtube.com/watch?v=Mhv8W-fc9LQ>
- [http://www.youtube.com/watch?v=6c\\_EqFtwJvA](http://www.youtube.com/watch?v=6c_EqFtwJvA)



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# 過勞死 KAROSH

suicide salaryman

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# Rules Highlights

- Player must kill themselves in order to progress through the game



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# Implements Highlights

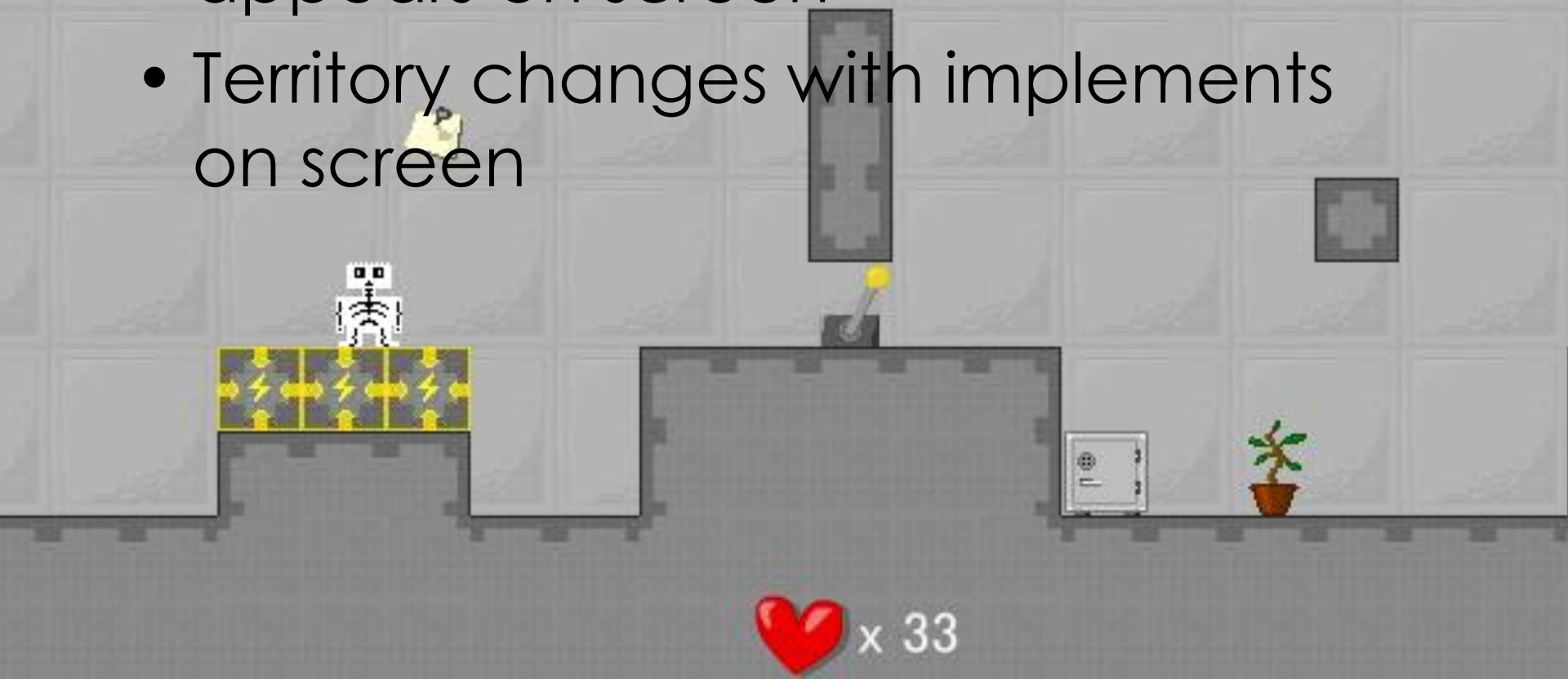
- Arrow keys and spacebar
- Character
- Safe
- Buttons
- Spikes
- Electricity
- Emoticon blocks (Info)





# Territory Highlights

- Stationary platformer, entire level appears on screen
- Territory changes with implements on screen



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# Inventory Highlights

- Lives
- Objective is to lose lives, deplete inventory
- Inventory functions as level





# Novel and Noteworthy

- Reverses the basic game mechanic of staying alive
- Final boss tries to “help” character instead of killing them
- Contrasts with common assumptions about reality





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# From the Reading

- Lindsay Grace



– states that one of the basic mechanics is collection

- Mary Flanagan

– states Games can use mechanics to let audience form new relationship with reality

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Questions? 

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