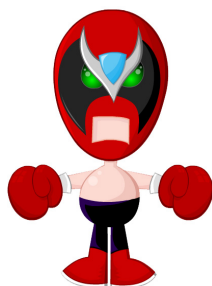


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By: Andrei Dumitrescu, Games Editor



Meet Strong Bad

[Telltale Announces Strong Bad's Cool Game for Attractive People](#)

All puns intended

Telltale has entered an agreement with Matt and Mike Chapman, creators of the popular Internet flash series Homestar Runner, with the explicit aim of creating episodic-format videogames based on the show. The title is set to be Strong Bad's Cool Game for Attractive People, which as far as we can tell is the coolest name for a videogame we heard all year. Homestar Runner is one of those Internet successes we hear so much about. The two main characters are Strong Bad and Homestar Runner and the show is filled with reference to the '90s pop culture, including videogames. Maybe the most viewed feature on the site is the Strong Bad Email section, in which Strong Bad himself answers an e-mail received on the site, usually bashing the sender and the e-mail itself. Telltale will turn the Strong Bad character into a videogame protagonist. The main promise of the company is a game that is "like extended cartoons, during which the player assumes the role of Strong Bad-controlling his actions, hearing his innermost thoughts, and becoming part of his awesome world." The gameplay will be puzzle-based, with character interaction playing a central part. There's talk of innovative uses of the [Wii](#) control scheme. Strong Bad himself commented on the partnership, saying that: "Telltale has been rejecting my ideas for green text adventures for years. But we finally reached a compromise with this puffy 3D point-and-click-em-up adventure. They claim all the coding was done with green text, so I guess that's pretty cool." Apparently, he strongly favors the use of green text in everyday life. Dan Connors, who is Telltale's Chief Executive Officer, also commented that: "Homestarrunner.com is one of the biggest success stories in online entertainment. The Chapmans have been treating the Internet to episodic content for years. We're thrilled to have teamed up with them to take episodic gaming to the next level via Nintendo's innovative WiiWare delivery system." The game is developed for both the [Nintendo Wii](#) and the PC and is set to land on gamers' porches this June.