

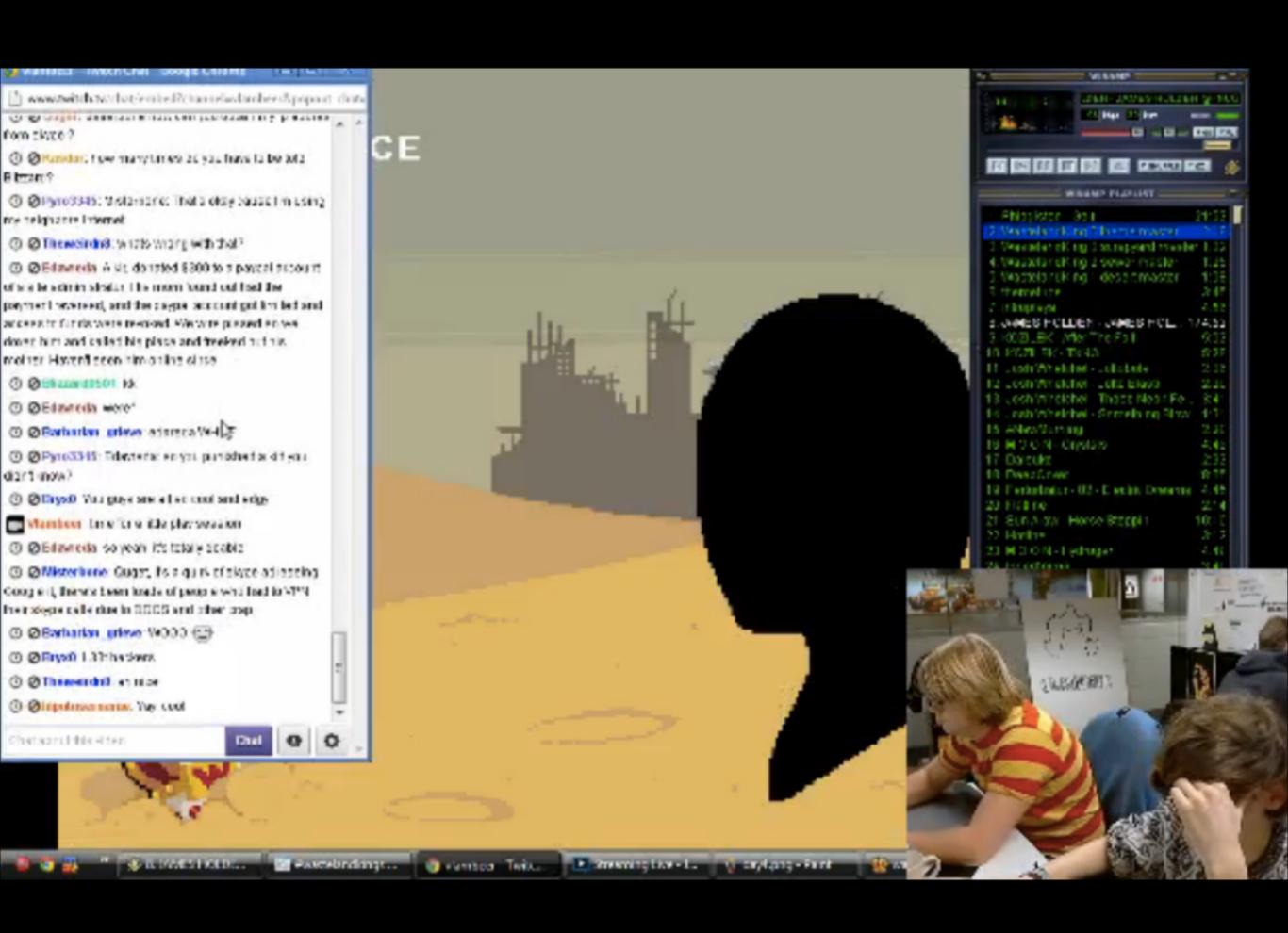
#### Vlambeer



Performative Game Development: A look at the design & marketing of Nuclear Throne



## Vlambeer Rami Ismail Jan Willem Nijman





director Jan Willem Nijman
producer Rami Ismail
art Paul Veer
music Jukio Kallio
sfx Joonas Turner
illustrations Justin Chan

# NUCLEAR

### What is performative game development?

A fully transparent development process in which players can play, follow & discuss the game.



# What is Early Access?

Get immediate access to games that are being developed with the community's involvement These are games that evolve as you play them, as you give feedback, and as the developers update and add content. Click here to learn more. Find More

2013



#### Early Access Game

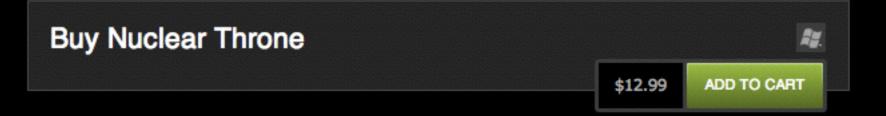
Get instant access and start playing; get involved with this game as it develops.

Learn more about Early Access.

#### What the developers say:

"By buying Nuclear Throne you can support Vlambeer and the rest of the team while **they're**working and livestreaming the development of the game. You'll receive a new build of
Nuclear Throne pretty much every week. After launch, when all the live development is over,
the game will be available for slightly less than the Early Access price."

READ MORE





#### **Nuclear Throne - Flamethrowers**

Edit

Vlambeer playing Nuclear Throne



Video Description Date Recorded



It Ate Everyone ▼ Dec 20, 2013 @ 12:03am

#### Why has this never been on SALE.

Seriously. Drop the price a few bucks and I'll buy it. \$12.99 is such an odd and random number haha.

Steam sale pls.

#### Showing 1-27 of 27 comments



Wizard\_Amul 🕶 🤏 Dec 20, 2013 @ 12:23am

The devs have stated that it won't go on sale any time soon (and probably not at all during early access, which will likely still last a while). Now's a good time to get it as any!

If you want to see what the devs said about this, look at Rami's post in this topic: http://steamcommunity.com/app/242680/discussions/0/648812916839722104/



On the Wiki

Content

Community

Wiki Activity

Random page

Videos

**Photos** 







#### NAVIGATION



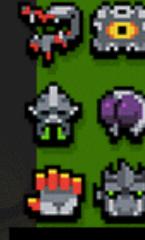
CHARACTERS



**ENEMIES** 



WEAPONS



MUTATI



AREAS



PICKUPS/PROPS



CROWNS



**GENERAL** 

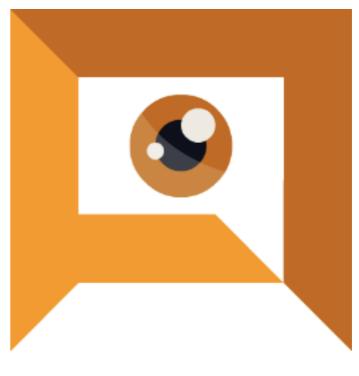








Sleepcycles



Tengu Drop

#### Monetization permission for "GDC Talk"

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Chief Executive Business & Development at Vlambeer

&

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This permission is (retro-actively) valid from the moment your service has been launched until the end of time / apocalypse / the events in Nuclear Throne become a reality. This permission shall not be limited to any territory, planet, solar system, universe or hypothetical alternate realities.

weeks of development 38 total builds 38 Early Access updates released 19

YouTube "Nuclear Throne" results ~51k Longest YouTube series 81 episodes

Twitch.tv views ~5mi avg. Twitch viewership ~60k
Twitch.tv followers ~4.5k

avg. Steam playtime 8 hours 14 minutes more than 50 hours logged on Steam 2% total Steam sales ~\$200k

weapons in Nuclear Throne 59



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Pros

Transparency
Direct communication
Motivation
Growth
Focus
Education

Early Access Reputation

Streaming

Weekly builds

**Cons** Timezones

Transparency

**Expectation Management** 

Secrets

#### **Tips**

Community is an investment
Ask people to join the community proper
Being transparent makes things easier
Self-funded development
Rhino Skin is boring
Budget your time

#### Concluding

Performative dev is not for every game Development & marketing is the same thing Educating the audience is important

#### Vlambeer



@tha\_rami @jwaaaaap@pietepiet @kissakolme@kozilekmusic @justinchans

#### Vlambeer



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