



Welcome to Always on Static!

Always on Static is a coop multiplayer game for two, made out of two separate games that affect each other and made with two different engines.

The near future: After a devastating game publisher apocalypse, there is only one way to play any videogame: Signing up to the only remaining subscription game service IA-MICRO. Because you can't afford it, you hack the system with the help of your cousin Bob.

While you are playing your favorite Jump n' Run on your TV, cousin Bob is running on top of your roof with an adjustable satellite dish and tries to catch the right signal. If he doesn't keep up, your TV screen turns into static noise until you can't see your game anymore. Only the collaborative effort can save you! While playing, send Bob the right signal to switch to. Bob has to always keep up to your messages and adjust the dish accordingly. It gets pretty confusing, but if you succeed, you can get rid of the noise and beat the games highscore!

Play instructions

Download both games and start them on two computers. The games has to run in the same network, so make sure both players use the same router.

Find out your own IP by starting the cmd program by entering `cmd` in the windows command prompt. Write `ipconfig` and look up the entry `IPv4-Adress`, for example `192.168.179.10`. Enter the other players IP into your startscreen to connect the games. Then press Start.

Controls

Player 1 controls are SPACE to jump in the game. Also, there are four different symbols that appear on your TV screen. Press I, O, K, L, to send a picture of the right symbol to player 2. Send them to player 2 immediatly, so he knows which signal to catch next.

Player 2 is on the rooftop and has to catch the right signal. Controls are A, D to move left and right and LEFTARROW, RIGHTARROW to turn the satellite dish in the according direction of the signals. Make sure to catch the signals that come sideways by turning the dish towards it. Alternatively you can use a controller: Use the left stick to move left and right and the shoulder buttons to turn the dish left and right.

Credits

Always on Static was made by Justus Scheil (Programming, Music), Georg Marth (Programming) Felix Szczesny (2D Art and Animation) and Erik Nürnberg (3D Art) during the Global Game Jam 2018 in the SAE Institute Berlin.

Thanks for playing!