

1

00:00:30,000 --> 00:00:32,000

Come on!

2

00:00:32,000 --> 00:00:34,000

Ha ha, gotcha.

3

00:00:34,000 --> 00:00:36,000

Oh, a machine gun, nice.

4

00:00:36,000 --> 00:00:38,000

Ah!

5

00:00:38,000 --> 00:00:40,000

I can't believe I can carry all this stuff.

6

00:00:40,000 --> 00:00:42,000

Gotcha!

7

00:00:42,000 --> 00:00:44,000

Whoo! Ha ha!

8

00:00:44,000 --> 00:00:46,000

What?

9

00:00:46,000 --> 00:00:48,000

Game over.

10

00:00:48,000 --> 00:00:50,000

No!

11

00:00:54,000 --> 00:00:58,000

Welcome to the Mythbusters video game special.

12

00:00:58,000 --> 00:01:00,000

Nice one, huh?

13

00:01:00,000 --> 00:01:02,000

I'm gonna go get a gun.

14

00:01:02,000 --> 00:01:04,000

I'm gonna get a gun.

15

00:01:04,000 --> 00:01:06,000

I'm gonna get a gun.

16

00:01:06,000 --> 00:01:08,000

I'm gonna get a gun.

17

00:01:08,000 --> 00:01:10,000

I'm gonna get a gun.

18

00:01:10,000 --> 00:01:12,000

I'm gonna get a gun.

19

00:01:12,000 --> 00:01:14,000

I'm gonna get a gun.

20

00:01:14,000 --> 00:01:16,000

I'm gonna get a gun.

21

00:01:16,000 --> 00:01:18,000

D.O. Game special.

22

00:01:18,000 --> 00:01:20,000

Nice one, Heinemann.

23

00:01:20,000 --> 00:01:22,000

Let's do it.

24

00:01:22,000 --> 00:01:24,000

Ssshhhhh.

25

00:01:24,000 --> 00:01:44,120

So we're doing a whole episode on video games.

26

00:01:44,120 --> 00:01:45,620

Yes we are.

27

00:01:45,620 --> 00:01:49,920

Well, given that there are thousands of them out there, isn't that a pretty broad topic

28

00:01:49,920 --> 00:01:50,920

for us?

29

00:01:50,920 --> 00:01:51,920

Well, you're absolutely right.

30

00:01:51,920 --> 00:01:56,680

The video game industry is not only massive, it is incredibly diverse.

31

00:01:56,680 --> 00:02:01,600

However, we've boiled it down to a couple of games that I think are pretty representative

32

00:02:01,600 --> 00:02:03,120

and also pretty cool.

33

00:02:03,120 --> 00:02:04,120

Go on.

34

00:02:04,120 --> 00:02:07,480

Well later we'll be tackling Fruit Ninja to see if you can slice through real fruit as

35

00:02:07,480 --> 00:02:10,520

easily as you can slice through digital fruit.

36

00:02:10,520 --> 00:02:14,640

But first up is a myth from a little game called Doom.

37

00:02:14,640 --> 00:02:17,280

That's one of those games where you're shooting monsters, right?

38

00:02:17,280 --> 00:02:22,960

Yes, it is referred to as a first person shooter and Doom effectively invented the genre.

39

00:02:22,960 --> 00:02:26,560

You are moving through a world shooting stuff and as you come across things that you need,

40

00:02:26,560 --> 00:02:27,560

you can pick it up.

41

00:02:27,560 --> 00:02:31,840

Ammo, medical packs, guns, supplies, whatever you need.

42

00:02:31,840 --> 00:02:35,560

The thing is, is that no matter how much you pick up in a first person shooter, it doesn't

43

00:02:35,560 --> 00:02:39,600

ever seem to slow you down as you move through that world.

44

00:02:39,600 --> 00:02:43,200

And I'm thinking that's something we should test.

45

00:02:44,200 --> 00:02:49,280

Well, if we're going to test it, we're going to have to make a real world version of a

46

00:02:49,280 --> 00:02:50,640

Doom level, right?

47

00:02:50,640 --> 00:02:51,640

Exactly.

48

00:02:51,640 --> 00:02:53,520

Doesn't that sound cool?

49

00:02:53,520 --> 00:03:00,560

First person shooters include some of the most popular titles in video game history.

50

00:03:00,560 --> 00:03:06,840

But is it really possible to pack so much heat and still function effectively?

51

00:03:06,840 --> 00:03:09,240

Or is this a myth that's doomed?

52

00:03:13,200 --> 00:03:27,240

We want to create a Doom video game level in meat space.

53

00:03:27,240 --> 00:03:28,240

That is the real world.

54

00:03:28,240 --> 00:03:32,760

And in Doom, you're always running around in effectively a military industrial complex.

55

00:03:32,760 --> 00:03:37,000

So we've come to get this, a military industrial complex.

56

00:03:37,000 --> 00:03:40,080

From the outside, the building's got potential.

57

00:03:40,080 --> 00:03:44,200

But on the inside, it's out of this world.

58

00:03:50,800 --> 00:03:53,320

This is going to be perfect.

59

00:03:53,320 --> 00:03:55,840

This place is amazing.

60

00:03:55,840 --> 00:03:56,840

Nice.

61

00:03:56,840 --> 00:04:05,560

The building that we found is absolutely perfect in every way for conducting this experiment.

62

00:04:05,560 --> 00:04:09,120

You think we need a Geiger counter in here?

63

00:04:09,120 --> 00:04:12,560

It's a military facility, which means there's reinforced concrete.

64

00:04:12,560 --> 00:04:16,640

There's a doctor that will be right with you.

65

00:04:16,640 --> 00:04:19,440

Oh my gosh.

66

00:04:19,440 --> 00:04:23,440

It's abandoned, which means the paint is peeling everywhere and there's signs and evidence

67

00:04:23,440 --> 00:04:27,680

of human habitation, but clearly long since departed.

68

00:04:27,680 --> 00:04:34,400

It's a perfect blank canvas for us to build this real world Doom level.

69

00:04:34,400 --> 00:04:38,240

When you play a first person shooter game, you're supposed to pick up weapons, ammo,

70

00:04:38,240 --> 00:04:41,120

medkits and carry it with you.

71

00:04:41,120 --> 00:04:47,080

Now the myth is that having all that stuff on you does not in any way negatively affect

72

00:04:47,080 --> 00:04:49,880

your ability to succeed.

73

00:04:49,880 --> 00:04:50,880

But would it?

74

00:04:50,880 --> 00:04:55,120

Well, that's what we're testing.

75

00:04:55,120 --> 00:05:02,680

And to make sure that testing is accurate, it's vital that their real world course matches

76

00:05:02,680 --> 00:05:06,000

the virtual world.

77

00:05:06,000 --> 00:05:10,800

Within terms of the spatial dimensions, this is going to be the sliding door where we start

78

00:05:10,800 --> 00:05:12,800

from.

79

00:05:12,800 --> 00:05:16,240

And the number and placement of monsters and munitions.

80

00:05:16,240 --> 00:05:19,120

Dude, I think this is perfect.

81

00:05:19,120 --> 00:05:21,000

Oh yeah.

82

00:05:21,000 --> 00:05:24,780

And to ensure that, Adams turned to the top.

83

00:05:24,780 --> 00:05:28,800

Our real world Doom level is shaping up quite nicely, but we wanted to get a better idea

84

00:05:28,800 --> 00:05:33,800

of how it measured up to the real thing or the fake thing, the video game Doom.

85

00:05:33,800 --> 00:05:34,800

Right.

86

00:05:34,800 --> 00:05:38,960

So we're bringing in Tim Willis, a 20 year veteran at id Software.

87

00:05:38,960 --> 00:05:41,480

He's developed thousands and thousands of levels.

88

00:05:41,480 --> 00:05:44,240

He's going to take a look at ours and tell us how we're doing.

89

00:05:44,240 --> 00:05:45,560

I think this space is really cool.

90

00:05:45,560 --> 00:05:47,960

I mean, it has all the elements of a Doom map.

91

00:05:47,960 --> 00:05:51,280

It's got scary textures, right angles.

92

00:05:51,280 --> 00:05:54,120

It's got this great TG lighting.

93

00:05:54,120 --> 00:05:59,040

You know, I could show you this space in a Doom level.

94

00:05:59,040 --> 00:06:01,120

Totally virtual for the, that's awesome.

95

00:06:01,120 --> 00:06:03,120

Yes, let's do it.

96

00:06:03,120 --> 00:06:04,120

Okay.

97

00:06:04,240 --> 00:06:05,720

All right, Tim, this is the map.

98

00:06:05,720 --> 00:06:07,680

This is what we're watching ourselves walk around in.

99

00:06:07,680 --> 00:06:09,440

Yes, this is our Doom editor.

100

00:06:09,440 --> 00:06:12,680

This is the top down view, which is much like a CAD program.

101

00:06:12,680 --> 00:06:13,680

Okay.

102

00:06:13,680 --> 00:06:15,440

This is our render view, which is a preview.

103

00:06:15,440 --> 00:06:19,080

And then here is where we pick our textures or our wallpaper.

104

00:06:19,080 --> 00:06:24,200

And I can have a 3D space that is rendered in real time.

105

00:06:24,200 --> 00:06:25,200

This is our space?

106

00:06:25,200 --> 00:06:26,200

Yes.

107

00:06:26,200 --> 00:06:27,200

We're here.

108

00:06:27,200 --> 00:06:28,200

This is the elevator.

109

00:06:28,200 --> 00:06:30,200

Oh, this is the elevator we're standing right in front of.

110

00:06:30,200 --> 00:06:31,200

Yes.

111

00:06:31,200 --> 00:06:32,200

Dude.

112

00:06:32,200 --> 00:06:35,200

That's like windows on either side and everything.

113

00:06:35,200 --> 00:06:37,200

This is so cool.

114

00:06:37,200 --> 00:06:40,200

See, this is the hallway that we walk through.

115

00:06:40,200 --> 00:06:42,200

Here's the red lights.

116

00:06:42,200 --> 00:06:43,200

Dude.

117

00:06:43,200 --> 00:06:45,200

This is where you and I had the conversation.

118

00:06:45,200 --> 00:06:46,200

Yes.

119

00:06:46,200 --> 00:06:47,200

Wow.

120

00:06:47,200 --> 00:06:50,200

Thanks to his expertise in the virtual world.

121

00:06:50,200 --> 00:06:53,200

I can also show you the demons that you may want to use.

122

00:06:53,200 --> 00:06:55,200

This guy's on fire.

123

00:06:55,200 --> 00:06:58,200

Tim helps certify their course as correct.

124

00:06:58,200 --> 00:07:03,200

It's got the right look, the right size, and crucially, the right amount of monsters,

125

00:07:03,200 --> 00:07:06,200

medikits, and munitions.

126

00:07:06,200 --> 00:07:09,200

This is the arsenal we will have at our disposal.

127

00:07:09,200 --> 00:07:12,200

Everything from handguns, shotguns to machine guns.

128

00:07:12,200 --> 00:07:15,200

All of them shooting darts and paintballs.

129

00:07:15,200 --> 00:07:19,200

All of them weighted correctly to their real world counterparts.

130

00:07:19,200 --> 00:07:23,200

Now, the first time we run this level, every time we pick up a weapon, we're going to be

131

00:07:23,200 --> 00:07:24,200

putting one down.

132

00:07:24,200 --> 00:07:27,200

But the second time, we get a hold on to all of it.

133

00:07:27,200 --> 00:07:32,200

That means by the time we finish the second level, we'll have everything on these tables

134

00:07:32,200 --> 00:07:34,200

strapped to our bodies.

135

00:07:34,200 --> 00:07:38,200

In theory, if we make it, I seriously don't know.

136

00:07:38,200 --> 00:07:43,200

Now all that needs to happen, dude, that looks so awesome.

137

00:07:43,200 --> 00:07:45,200

I would put this on my house if I could.

138

00:07:45,200 --> 00:07:50,200

Are the finishing touches to the arena at its game on?

139

00:07:51,200 --> 00:07:52,200

Ah!

140

00:07:56,200 --> 00:07:59,200

Before we cash in Carrie, what else is going on?

141

00:07:59,200 --> 00:08:00,200

Fruit Ninja!

142

00:08:00,200 --> 00:08:01,200

Wa-pa-pa!

143

00:08:01,200 --> 00:08:03,200

Even I've heard of that one.

144

00:08:03,200 --> 00:08:04,200

What about it?

145

00:08:04,200 --> 00:08:08,200

Well, this one falls into the category of, is it possible in real life?

146

00:08:08,200 --> 00:08:09,200

Go on.

147

00:08:09,200 --> 00:08:14,200

Well, is it possible to slice fruit as easily as the game would suggest?

148

00:08:14,200 --> 00:08:18,200

Tons of people tried out online with some mixed results.

149

00:08:18,200 --> 00:08:19,200

You all right?

150

00:08:19,200 --> 00:08:21,200

Bro, you are straight.

151

00:08:21,200 --> 00:08:22,200

Bleed him.

152

00:08:22,200 --> 00:08:24,200

I think we should give it a go.

153

00:08:24,200 --> 00:08:25,200

Fruit salad here would come.

154

00:08:25,200 --> 00:08:26,200

Shaiyaza!

155

00:08:26,200 --> 00:08:27,200

Shing, shing.

156

00:08:46,200 --> 00:08:47,200

Let's play.

157

00:08:50,200 --> 00:08:51,200

What the...

158

00:08:51,200 --> 00:08:52,200

What the...

159

00:09:05,200 --> 00:09:09,200

This is Fruit Ninja, one of my all-time favorite games.

160

00:09:11,200 --> 00:09:12,200

Yes.

161

00:09:12,200 --> 00:09:14,200

And the goal of the game is simple.

162

00:09:14,200 --> 00:09:18,200

Using a samurai sword, you slash fruit that is arching into view in front of you.

163

00:09:18,200 --> 00:09:19,200

Five fruit combo.

164

00:09:19,200 --> 00:09:24,200

You can play on your phone or your tablet or a motion sensing console like this.

165

00:09:24,200 --> 00:09:26,200

Oh, Mr. Coconut.

166

00:09:27,200 --> 00:09:30,200

But I add a wrinkle to make it more entertaining.

167

00:09:30,200 --> 00:09:34,200

I use a real wooden practice sword called a Boken.

168

00:09:34,200 --> 00:09:36,200

This is from my personal collection.

169

00:09:37,200 --> 00:09:43,200

Oh, man, if I ever meet some fruit in an alley, it's as is mine.

170

00:09:43,200 --> 00:09:49,200

But it's slicing fruit with a lethal sharp sword as easy in real life as it is in this game.

171

00:09:51,200 --> 00:09:53,200

But how to test just that?

172

00:09:54,200 --> 00:10:01,200

Well, Adam begins by establishing a virtual world benchmark over three 60-second time trials.

173

00:10:04,200 --> 00:10:08,200

I have a signal to seize this and put me in a samurai movie.

174

00:10:09,200 --> 00:10:13,200

And Jamie, standing well clear, gets his geek on.

175

00:10:13,200 --> 00:10:17,200

While Adam is slashing the air around him like a crazed maniac,

176

00:10:17,200 --> 00:10:23,200

I'm more interested in the motion detection technology because it's pretty cool.

177

00:10:23,200 --> 00:10:28,200

Inside the console, there's a combination of cameras, infrared projectors, and depth sensors

178

00:10:28,200 --> 00:10:32,200

that work together to turn your physical movements into digital consequences.

179

00:10:33,200 --> 00:10:38,200

They basically map your moving body and the space around you at a rate of 30 times per second.

180

00:10:38,200 --> 00:10:44,200

The integrated software then turns that constantly evolving information into a virtual avatar,

181

00:10:44,200 --> 00:10:47,200

which in this case has deadly consequences for fruit.

182

00:10:49,200 --> 00:10:50,200

See what I mean?

183

00:10:51,200 --> 00:10:56,200

Adam is a veritable whirling dervish of digital destruction.

184

00:10:56,200 --> 00:11:00,200

And when done with the combination bonus points subtracted,

185

00:11:01,200 --> 00:11:06,200

his average number of fruit hits is almost exactly 100 per minute.

186

00:11:06,200 --> 00:11:12,200

But when Adam phases off against the real thing, will that score cut it?

187

00:11:26,200 --> 00:11:32,200

This is so awesome. Right outside these doors, Jamie and I have constructed a real-world simulacrum

188

00:11:32,200 --> 00:11:35,200

of a level of the video game Doom.

189

00:11:37,200 --> 00:11:41,200

With weapons, ammo, health, and monsters.

190

00:11:43,200 --> 00:11:46,200

Jamie and I will have to move through that labyrinth,

191

00:11:46,200 --> 00:11:49,200

killing all the monsters, getting to the end, and timing ourselves

192

00:11:49,200 --> 00:11:56,200

for time is going to be one of the critical metrics by which we compare reality to video game reality.

193

00:11:57,200 --> 00:12:01,200

They're testing the myth that your avatar can carry an array of artillery.

194

00:12:02,200 --> 00:12:04,200

Alright monsters, you guys feeling ready?

195

00:12:06,200 --> 00:12:11,200

And continue to take out opponents with the same lethal efficiency and speed.

196

00:12:11,200 --> 00:12:16,200

When I say go, I want you to retreat to your position, and then when you see Jamie, try and kill him.

197

00:12:17,200 --> 00:12:21,200

You might notice that some of our zombies are armed with wrenches, not guns.

198

00:12:21,200 --> 00:12:25,200

These are special wrenches which I actually built back in the shop.

199

00:12:27,200 --> 00:12:33,200

They're basically a polyurethane foam poured into a silicone mold with a piece of aluminum to keep it stiff.

200

00:12:35,200 --> 00:12:38,200

How many people think of mold making as such an active sport?

201

00:12:40,200 --> 00:12:41,200

Coming out to play in a ranch.

202

00:12:42,200 --> 00:12:46,200

Painted in doomed colors, but you end up with something that looks like a wrench.

203

00:12:46,200 --> 00:12:48,200

Oh, I love pulling masking off.

204

00:12:49,200 --> 00:12:53,200

It's like Christmas, but it's totally safe when you hit someone in the head with it.

205

00:12:54,200 --> 00:13:04,200

Whenever you see someone swing in a wrench in a movie, it's probably one of these so that when they hit someone in the face, they don't actually hurt them. Isn't that cool?

206

00:13:05,200 --> 00:13:09,200

Will any of our monsters get to use their wrenches on Jamie? That's the next question.

207

00:13:09,200 --> 00:13:14,200

Well, it's time to find out because right now it's Jamie's control.

208

00:13:14,200 --> 00:13:21,200

For this first test, every time I see a new weapon, I put the one I'm carrying down, pick up that weapon and proceed.

209

00:13:21,200 --> 00:13:26,200

Now, I have no idea where my enemies are. That says it's going to be tricky.

210

00:13:33,200 --> 00:13:34,200

Ow!

211

00:13:34,200 --> 00:13:35,200

Jamie, are you ready?

212

00:13:35,200 --> 00:13:36,200

I'm good to go.

213

00:13:36,200 --> 00:13:37,200

Okay.

214

00:13:37,200 --> 00:13:38,200

Commence the test.

215

00:13:39,200 --> 00:13:43,200

In three, two, one, go.

216

00:13:45,200 --> 00:13:51,200

Okay, so with Jamie in our doomed area, it's worth me clarifying a couple of things for science.

217

00:13:55,200 --> 00:14:05,200

First, the weapons we're using are props which fire darts and not bullets, but crucially, we've strapped lead weights to them so their mass exactly matches that of the real thing.

218

00:14:10,200 --> 00:14:21,200

Second, this is our control test. Every time Jamie picks up a new weapon, he'll put down the one that he had already been using.

219

00:14:26,200 --> 00:14:29,200

It's two down. I think I'm home free.

220

00:14:30,200 --> 00:14:34,200

We'll do the keep and carry everything test once our controls are done.

221

00:14:35,200 --> 00:14:41,200

Finally, the data. When we come to call this myth, our crucial metric is going to be time.

222

00:14:42,200 --> 00:14:49,200

How long does it take us to complete the doomed course when we're carrying every weapon versus carrying one weapon at a time?

223

00:14:50,200 --> 00:14:59,200

And talking of time, what quickly becomes apparent is that this is not just a sprint.

224

00:14:59,200 --> 00:15:00,200

Nice.

225

00:15:00,200 --> 00:15:05,200

That was a blot of five killed right in front of us.

226

00:15:06,200 --> 00:15:11,200

With the monsters hidden randomly, Jamie can't simply run from station to station.

227

00:15:17,200 --> 00:15:21,200

To stay alive, he has to take a more considered and tactical approach,

228

00:15:22,200 --> 00:15:32,200

meaning the extra gear in test two may not slow him down as much as expected.

229

00:15:39,200 --> 00:15:40,200

Hey!

230

00:15:41,200 --> 00:15:42,200

How was that?

231

00:15:42,200 --> 00:15:45,200

That was fun. I'm shooting guys around cars.

232

00:15:48,200 --> 00:15:50,200

I'm like Rambo.

233

00:15:50,200 --> 00:15:52,200

How long do you think it took? Don't look.

234

00:15:52,200 --> 00:15:55,200

Oh, I have no idea. What? Five minutes?

235

00:15:55,200 --> 00:15:58,200

Actually, you're pretty close. Just under six minutes.

236

00:15:58,200 --> 00:16:03,200

Yeah, that's great. It's actually pretty exhilarating. I'd pay good money to go do that.

237

00:16:06,200 --> 00:16:13,200

Now, it is my turn to go through this level, but of course, I'm just not going to do it in street clothes. I'm going to do it in costume.

238

00:16:16,200 --> 00:16:18,200

Let's kill some monsters.

239

00:16:20,200 --> 00:16:21,200

It was actually loaded.

240

00:16:22,200 --> 00:16:23,200

Like the Heinemann...

241

00:16:23,200 --> 00:16:25,200

Monsters, are you ready?

242

00:16:28,200 --> 00:16:32,200

Adam starts with his one weapon at a time control.

243

00:16:32,200 --> 00:16:37,200

Three, two, one. Adam, you're off.

244

00:16:51,200 --> 00:17:01,200

You know, you spend a lot of time talking through stories like this, setting them up and making sure the science is spot on.

245

00:17:05,200 --> 00:17:09,200

And then you're in the middle of it. You're like, there are dudes walking towards me.

246

00:17:12,200 --> 00:17:14,200

And I've got to shoot them.

247

00:17:14,200 --> 00:17:15,200

Shoot them?

248

00:17:18,200 --> 00:17:20,200

What could be more fun than that?

249

00:17:27,200 --> 00:17:31,200

You can hear the chainsaw spring, flesh and blood all over the walls.

250

00:17:32,200 --> 00:17:33,200

It's horrible.

251

00:17:38,200 --> 00:17:39,200

Yes!

252

00:17:45,200 --> 00:17:51,200

Woo! That was fun!

253

00:17:51,200 --> 00:17:52,200

You're alive.

254

00:17:52,200 --> 00:17:53,200

Dude!

255

00:17:53,200 --> 00:17:55,200

Five minutes, 38 seconds.

256

00:18:00,200 --> 00:18:05,200

That was not only freaking insane, but we actually, I think, got some interesting results.

257

00:18:09,200 --> 00:18:13,200

First of all, Jamie and I completed the course in just shy of six minutes.

258

00:18:14,200 --> 00:18:17,200

Which is frankly longer than I thought it would take.

259

00:18:17,200 --> 00:18:23,200

I was shocked, however, that there is so much tactical gameplay involved that we both took it slow and steady.

260

00:18:25,200 --> 00:18:30,200

Now, of course, later when we're doing the pick up and hold on to everything test, it's going to be harder,

261

00:18:30,200 --> 00:18:33,200

but I'm not convinced it's going to take longer.

262

00:18:33,200 --> 00:18:35,200

Again, because of the tactical play.

263

00:18:35,200 --> 00:18:39,200

I'm kind of feeling like it's looking sort of good for the myth at this point.

264

00:18:40,200 --> 00:18:44,200

Later on Mythbusters, maybe this myth isn't doomed.

265

00:18:47,200 --> 00:18:48,200

One shot!

266

00:18:48,200 --> 00:18:52,200

The guys gear up and get their monster killing groove on.

267

00:18:52,200 --> 00:18:56,200

That is seriously the most twisted Santa Claus image I have ever seen.

268

00:19:01,200 --> 00:19:07,200

Dealing out digital destruction in 2D is as easy as one, two, three.

269

00:19:08,200 --> 00:19:16,200

But at a dimension and fruit of various sizes subject to real world physics, is it as simple?

270

00:19:20,200 --> 00:19:26,200

To find out the Mythbusters Abandon M5 for an abandoned warehouse.

271

00:19:27,200 --> 00:19:29,200

This is a sparring program.

272

00:19:29,200 --> 00:19:35,200

Actually, this is just an open space in which we constructed our version of the Fruit Ninja video game.

273

00:19:35,200 --> 00:19:44,200

Note the plastic on the floor, which we will use to contain our fruit carnage and the small tower on top of which will be our Fruit Ninja,

274

00:19:44,200 --> 00:19:50,200

so that we can safely throw up fruit from underneath without being decapitated.

275

00:19:50,200 --> 00:19:56,200

Now, one of the key aspects of the virtual game Fruit Ninja is that the fruit is reaching the top of its arc right in front of you.

276

00:19:56,200 --> 00:20:00,200

So we want real fruit to reach the top of its arc, so we need people who are really good at throwing.

277

00:20:00,200 --> 00:20:02,200

You know who's really good at throwing?

278

00:20:02,200 --> 00:20:03,200

Jugglers.

279

00:20:06,200 --> 00:20:10,200

Our jugglers today come courtesy of San Francisco's own circus center.

280

00:20:10,200 --> 00:20:14,200

They are all experts at the art of non-lethal objects flying through the air.

281

00:20:14,200 --> 00:20:18,200

Their names in order are Erika, Nicholas, and Audrey.

282

00:20:21,200 --> 00:20:25,200

In the virtual game, the fruit is pitched to perfection.

283

00:20:25,200 --> 00:20:32,200

As it rises, gravity pulls it down and decreases its vertical velocity to zero at the apex.

284

00:20:32,200 --> 00:20:38,200

And to match the game, that has to happen at exactly the right height in front of Adam.

285

00:20:38,200 --> 00:20:39,200

Let's go.

286

00:20:39,200 --> 00:20:40,200

Hi, Hatch.

287

00:20:41,200 --> 00:20:43,200

Hey, let's throw some fruit.

288

00:20:43,200 --> 00:20:44,200

All right.

289

00:20:45,200 --> 00:20:47,200

This is how this is going to work.

290

00:20:47,200 --> 00:20:49,200

We've got our basket full of fruit.

291

00:20:49,200 --> 00:20:52,200

We've got our jugglers to throw the fruit up in the air.

292

00:20:52,200 --> 00:20:55,200

All we need is our ninja up there to slice it.

293

00:20:56,200 --> 00:20:58,200

I'm totally ready. Let's do this.

294

00:20:58,200 --> 00:21:00,200

This is going to be great.

295

00:21:02,200 --> 00:21:05,200

Can Adam beat his 100-cut benchmark?

296

00:21:07,200 --> 00:21:13,200

For this test, our ninja, aka Adam Savage, will have one minute to cut all the fruit he can.

297

00:21:13,200 --> 00:21:16,200

But for the most part, I'm going to be doing that.

298

00:21:16,200 --> 00:21:18,200

Oh, this feels great.

299

00:21:19,200 --> 00:21:20,200

You ready, sir?

300

00:21:20,200 --> 00:21:21,200

I'm ready.

301

00:21:21,200 --> 00:21:22,200

Are you ready?

302

00:21:22,200 --> 00:21:24,200

Not quite, but what the hell?

303

00:21:24,200 --> 00:21:25,200

All right.

304

00:21:25,200 --> 00:21:26,200

You count us down, Jamie.

305

00:21:26,200 --> 00:21:27,200

Okay.

306

00:21:29,200 --> 00:21:34,200

Fruit Ninja in three, two, one, go.

307

00:21:40,200 --> 00:21:47,200

Right from the get-go, it's clear that compared to the game, Adam, a trained swordsman, is having a hard time.

308

00:21:47,200 --> 00:21:53,200

But compared to the game, Adam, a trained swordsman, is having more difficulty making contact.

309

00:21:55,200 --> 00:21:57,200

Oh, my gosh. I'm missing everything.

310

00:21:57,200 --> 00:22:01,200

The fruit seems to be moving much faster than the virtual equivalent.

311

00:22:02,200 --> 00:22:03,200

Yes.

312

00:22:04,200 --> 00:22:08,200

But once he gets his range, he starts to make an impact on the scoreboard.

313

00:22:09,200 --> 00:22:11,200

Yes, pineapple. Tomato.

314

00:22:13,200 --> 00:22:14,200

Oh, yeah.

315

00:22:17,200 --> 00:22:18,200

Thirty seconds.

316

00:22:18,200 --> 00:22:21,200

Thirty seconds already? This is too much fun.

317

00:22:23,200 --> 00:22:24,200

Too close to me.

318

00:22:28,200 --> 00:22:29,200

Quick.

319

00:22:31,200 --> 00:22:33,200

Oh, a whole thing of bananas.

320

00:22:33,200 --> 00:22:39,200

Three, two, one.

321

00:22:40,200 --> 00:22:41,200

Oh, ho-ho.

322

00:22:41,200 --> 00:22:42,200

Oh.

323

00:22:46,200 --> 00:22:49,200

That was perhaps more fun than should be allowed.

324

00:22:50,200 --> 00:22:52,200

I think my scoring was pretty poor on that.

325

00:22:52,200 --> 00:22:54,200

You got a few pieces of fruit.

326

00:22:54,200 --> 00:22:56,200

I got a piece of a few pieces.

327

00:22:59,200 --> 00:23:00,200

Yes.

328

00:23:00,200 --> 00:23:05,200

It is such a crazy experience standing on top of this elaborate platform with the three jugglers.

329

00:23:05,200 --> 00:23:06,200

Oh, yeah.

330

00:23:06,200 --> 00:23:10,200

Perling fruit into my sphere of influence, only to try and catch it with the edge of my sword.

331

00:23:10,200 --> 00:23:16,200

And the satisfaction when my blade actually does catch the fruit, cleaves it into a...

332

00:23:17,200 --> 00:23:23,200

It's so much more satisfying than actually playing the game on a screen.

333

00:23:24,200 --> 00:23:26,200

I mean, it doesn't even compare.

334

00:23:27,200 --> 00:23:31,200

With the test complete, the chopped fruit is collected and counted.

335

00:23:31,200 --> 00:23:35,200

Oh, look at that. Perfectly in half.

336

00:23:36,200 --> 00:23:39,200

To reveal a disappointing score of 30.

337

00:23:39,200 --> 00:23:43,200

I am literally eating the fruit of my labor.

338

00:23:45,200 --> 00:23:50,200

So our ninja, aka Adam, sliced 30 of the 100 or so pieces of fruit,

339

00:23:50,200 --> 00:23:53,200

which is way lower than he got on the virtual game.

340

00:23:53,200 --> 00:23:56,200

But in his defense, the jugglers were off on two fronts.

341

00:23:56,200 --> 00:23:57,200

More fruit, more fruit.

342

00:23:57,200 --> 00:23:59,200

First, they didn't throw fruit at a fast enough rate,

343

00:23:59,200 --> 00:24:02,200

meaning getting a really good score was impossible.

344

00:24:02,200 --> 00:24:06,200

And second, they threw some fruit so close to him that it was too difficult to cut.

345

00:24:06,200 --> 00:24:07,200

Too close to me?

346

00:24:08,200 --> 00:24:15,200

So they're resetting a little further back to make it easier for him to hit the perfect apex, right in Adam's zone.

347

00:24:15,200 --> 00:24:17,200

But will it be enough to triple his score?

348

00:24:17,200 --> 00:24:19,200

I have my doubts.

349

00:24:22,200 --> 00:24:23,200

Grapefruit.

350

00:24:25,200 --> 00:24:27,200

Alright, I've had a little bit of a breather.

351

00:24:27,200 --> 00:24:28,200

We're about to go again.

352

00:24:28,200 --> 00:24:30,200

The jugglers have mastered their arcs.

353

00:24:30,200 --> 00:24:32,200

And we're going to try this test for you.

354

00:24:32,200 --> 00:24:34,200

I think I'm going to do much better this time than the first one.

355

00:24:34,200 --> 00:24:38,200

Fruit Ninja in three, two, one, go.

356

00:24:40,200 --> 00:24:41,200

Oh, yes!

357

00:24:43,200 --> 00:24:44,200

Ha ha!

358

00:24:44,200 --> 00:24:45,200

Pineapple.

359

00:24:45,200 --> 00:24:46,200

Yes!

360

00:24:46,200 --> 00:24:50,200

From the first fruit to be beheaded, it's obvious Adam's improving.

361

00:24:53,200 --> 00:24:54,200

Ha ha!

362

00:24:54,200 --> 00:24:55,200

Yes!

363

00:24:55,200 --> 00:24:56,200

The man is a mine!

364

00:24:56,200 --> 00:24:58,200

With the jugglers now right on target.

365

00:24:58,200 --> 00:24:59,200

Coconut.

366

00:25:01,200 --> 00:25:02,200

Oh ho ho!

367

00:25:03,200 --> 00:25:04,200

Oh yeah!

368

00:25:04,200 --> 00:25:07,200

Every piece hits the apex at a cuttable height.

369

00:25:09,200 --> 00:25:10,200

Thirty seconds.

370

00:25:10,200 --> 00:25:11,200

Thirty seconds!

371

00:25:11,200 --> 00:25:16,200

And Adam appears to be taking out his targets with video game like ease.

372

00:25:17,200 --> 00:25:19,200

There's fifteen seconds.

373

00:25:19,200 --> 00:25:26,200

But as the clock counts down and concentration and stamina flags, his hit rate sucks.

374

00:25:27,200 --> 00:25:29,200

Meaning the result is up in the air.

375

00:25:31,200 --> 00:25:34,200

Ha ha!

376

00:25:35,200 --> 00:25:36,200

Whew!

377

00:25:36,200 --> 00:25:37,200

That is cool.

378

00:25:39,200 --> 00:25:48,200

I'm noticing three things that are quite different between virtual fruit ninja and real life fruit ninja, our version.

379

00:25:48,200 --> 00:25:54,200

First and foremost is that it's harder than I thought to hit fruit flying through the air.

380

00:25:54,200 --> 00:25:57,200

Second is that the fruit is much smaller in real life.

381

00:25:57,200 --> 00:26:03,200

The best I can tell you is that an apple in the game is about the size of a watermelon in real life, so it's much easier to hit.

382

00:26:03,200 --> 00:26:08,200

In addition, the size of the fruit is tied to the game's apparent gravity.

383

00:26:08,200 --> 00:26:12,200

If they were scaled correctly, they'd be moving considerably faster.

384

00:26:13,200 --> 00:26:15,200

Third is the slicing itself.

385

00:26:15,200 --> 00:26:20,200

In the game, you just move your hand in the direction that you want to slice and it slices the fruit.

386

00:26:20,200 --> 00:26:25,200

In real life, the actual edge of the blade has to be pointed in the direction that I'm slashing.

387

00:26:25,200 --> 00:26:30,200

And that requires a level of coordination that means I have to stay super super concentrated.

388

00:26:30,200 --> 00:26:32,200

I'm missing them all.

389

00:26:34,200 --> 00:26:36,200

It's fun, but it's also difficult.

390

00:26:37,200 --> 00:26:47,200

And that difficulty is reflected in the score because even with perfectly pitched fruit, Adam only chopped a few pieces more than half his virtual score.

391

00:26:48,200 --> 00:26:51,200

But that's given Jamie an idea.

392

00:26:55,200 --> 00:27:07,200

With an annual turnover of a hundred billion dollars,

393

00:27:07,200 --> 00:27:09,200

Game over.

394

00:27:09,200 --> 00:27:10,200

What?

395

00:27:12,200 --> 00:27:19,200

Video games are massively popular, and first-person shooters pride themselves on their intense realism.

396

00:27:19,200 --> 00:27:22,200

But exactly how real are they?

397

00:27:23,200 --> 00:27:25,200

It's time to find out.

398

00:27:25,200 --> 00:27:30,200

With the control under our belt, it's now time for Jamie and I to run our Doom level again.

399

00:27:31,200 --> 00:27:38,200

This time, though, instead of putting down weapons when we find a new one, we are keeping everything.

400

00:27:40,200 --> 00:27:46,200

The question is, will it take us radically longer? Will we die? Frankly, we don't know.

401

00:27:46,200 --> 00:28:00,200

What we do know is that there's a lot to look. Along with two ammo boxes and three medical kits, there's nine Doom-approved weapons, which, and combined, have a total payload of 80 pounds.

402

00:28:01,200 --> 00:28:04,200

Will that be more than a match for the Mythbusters?

403

00:28:06,200 --> 00:28:11,200

Well, first up, it's Jamie, whose control run took 5.53.

404

00:28:13,200 --> 00:28:15,200

Ugh, that's awful.

405

00:28:15,200 --> 00:28:17,200

Jamie, are you ready?

406

00:28:17,200 --> 00:28:18,200

I'm set.

407

00:28:18,200 --> 00:28:23,200

Starting the test in three, two, one, go!

408

00:28:25,200 --> 00:28:31,200

Like last time, Jamie immediately encounters a backpack, equipment sling, and handgun.

409

00:28:31,200 --> 00:28:33,200

Where are you?

410

00:28:33,200 --> 00:28:35,200

But unlike last time...

411

00:28:40,200 --> 00:28:44,200

When he finds gun two, he doesn't drop gun one.

412

00:28:46,200 --> 00:28:49,200

Don't mess with me.

413

00:28:50,200 --> 00:28:53,200

I wonder if he's going to carry the ammo in his backpack.

414

00:28:54,200 --> 00:28:58,200

Knowing Jamie, he might connect up all the slings on the weapons and just drag them behind him.

415

00:28:59,200 --> 00:29:04,200

So you might be thinking that carrying 80 pounds of gear would definitely slow you down.

416

00:29:06,200 --> 00:29:09,200

But I want to point out there's two wrinkles to this story.

417

00:29:09,200 --> 00:29:14,200

First, we've set up a test that requires tactical gameplay, which means there's not much rushing in the first place.

418

00:29:14,200 --> 00:29:15,200

Next.

419

00:29:15,200 --> 00:29:18,200

And second, there's adrenaline.

420

00:29:19,200 --> 00:29:27,200

Adrenaline, the so-called flight or fight hormone, is released in times of stress, and it basically preps your muscle so they can work harder and faster for longer.

421

00:29:27,200 --> 00:29:32,200

And believe me, Jamie is feeling some stress right now, and his adrenaline is pumping.

422

00:29:32,200 --> 00:29:38,200

Adam's theory may be sent to you by a friend, and he's going to be a little bit more patient.

423

00:29:39,200 --> 00:29:42,200

But it's going to be a little bit more of a challenge for him.

424

00:29:42,200 --> 00:29:46,200

Because halfway through, Jamie's kept up with his control.

425

00:29:47,200 --> 00:29:51,200

That is seriously the most twisted Santa Claus image I have ever seen.

426

00:29:52,200 --> 00:29:54,200

But that doesn't last long.

427

00:29:58,200 --> 00:30:03,200

Because soon the combination of weight and bulk starts to take its toll.

428

00:30:10,200 --> 00:30:11,200

Oh, God.

429

00:30:26,200 --> 00:30:28,200

Okay, this is getting me absurd.

430

00:30:30,200 --> 00:30:32,200

He gets in such a tangle...

431

00:30:35,200 --> 00:30:38,200

...that the final ammo box gets kicked to completion.

432

00:30:40,200 --> 00:30:43,200

To reveal a duration that's doubled.

433

00:30:49,200 --> 00:30:52,200

Well, Christmas has come early.

434

00:30:54,200 --> 00:30:55,200

How was that?

435

00:30:56,200 --> 00:30:57,200

That was awful.

436

00:30:57,200 --> 00:30:58,200

Really?

437

00:30:59,200 --> 00:31:01,200

That just took all the fun out of it.

438

00:31:01,200 --> 00:31:02,200

Really?

439

00:31:02,200 --> 00:31:06,200

Yeah, I mean, after the first couple of guns, stuff starts falling off.

440

00:31:06,200 --> 00:31:13,200

It's like, okay, I could take my time and spend a half an hour neatly packing and hooking everything on.

441

00:31:13,200 --> 00:31:16,200

But that's not the way this is supposed to work.

442

00:31:17,200 --> 00:31:20,200

Well done. Have a rest, and then I'll gear up.

443

00:31:25,200 --> 00:31:28,200

Now it's time for me to go through the doom level, picking up everything.

444

00:31:28,200 --> 00:31:31,200

And I know Jamie said that it removed the entire fun quotient,

445

00:31:31,200 --> 00:31:35,200

but frankly, I think I might be better at distributing the load than he was.

446

00:31:35,200 --> 00:31:38,200

He was just carrying everything like a bag of groceries.

447

00:31:38,200 --> 00:31:39,200

Can't wait. Here we go.

448

00:31:47,200 --> 00:31:48,200

Adam, are you set?

449

00:31:48,200 --> 00:31:49,200

I'm ready, sir.

450

00:31:50,200 --> 00:31:54,200

Three, two, one, go.

451

00:31:55,200 --> 00:31:59,200

Adam has a plan to bring this myth back from the brink.

452

00:31:59,200 --> 00:32:03,200

Jamie ignored the backpack and packed his weapons poorly.

453

00:32:06,200 --> 00:32:07,200

Dead.

454

00:32:07,200 --> 00:32:10,200

Adam, however, is going to lock and load efficiently.

455

00:32:15,200 --> 00:32:16,200

He's dead.

456

00:32:16,200 --> 00:32:20,200

Using the utility backpack and equipment slings properly.

457

00:32:20,200 --> 00:32:24,200

One shot.

458

00:32:24,200 --> 00:32:29,200

But there's no getting around the actual mass and bulk of the gear.

459

00:32:29,200 --> 00:32:31,200

It's starting to take its toll on him.

460

00:32:31,200 --> 00:32:32,200

Here you go.

461

00:32:32,200 --> 00:32:34,200

And in the heat of the action,

462

00:32:34,200 --> 00:32:37,200

we'll never ever kill him.

463

00:32:37,200 --> 00:32:41,200

His neatly packed plan begins to come undone.

464

00:32:50,200 --> 00:32:55,200

Oh, crap. Another ammo case.

465

00:32:55,200 --> 00:32:58,200

This killed me.

466

00:32:58,200 --> 00:33:02,200

As he slows to a painful to watch crawl.

467

00:33:17,200 --> 00:33:18,200

You made it.

468

00:33:18,200 --> 00:33:22,200

Yeah. That was a freaking nightmare.

469

00:33:22,200 --> 00:33:23,200

Isn't that awful?

470

00:33:26,200 --> 00:33:30,200

I was doing okay until about halfway through.

471

00:33:31,200 --> 00:33:32,200

And then...

472

00:33:37,200 --> 00:33:41,200

And then I just couldn't strap anything else to my body.

473

00:33:41,200 --> 00:33:44,200

I'm just going to just take a nap right here.

474

00:33:44,200 --> 00:33:48,200

Now, based on Jamie's and my performance,

475

00:33:48,200 --> 00:33:51,200

it would seem that the myth is busted.

476

00:33:51,200 --> 00:33:54,200

But while we are in reasonable shape,

477

00:33:54,200 --> 00:33:57,200

we're nowhere near close to that dude that you are controlling.

478

00:33:57,200 --> 00:34:00,200

When you play do, that's where this guy comes in.

479

00:34:00,200 --> 00:34:04,200

Ladies and gentlemen, let me introduce you to Brendan Shaw.

480

00:34:04,200 --> 00:34:07,200

He is a UFC heavyweight contender and it's 6'4",

481

00:34:07,200 --> 00:34:11,200

245 pounds and an expert in many martial arts.

482

00:34:11,200 --> 00:34:16,200

He is in every way equivalent to the dude you are controlling

483

00:34:16,200 --> 00:34:17,200

when you play do.

484

00:34:17,200 --> 00:34:21,200

We're going to run him through this level and then we'll make that call.

485

00:34:25,200 --> 00:34:27,200

As Adam has comically concluded...

486

00:34:27,200 --> 00:34:29,200

Oh, my gosh. I'm missing everything.

487

00:34:30,200 --> 00:34:34,200

Mastering the three dimensions of real world flying fruit

488

00:34:34,200 --> 00:34:37,200

is not nearly as simple as the game would have us believe.

489

00:34:37,200 --> 00:34:41,200

The fruit in the game is larger and floats in the air for longer,

490

00:34:41,200 --> 00:34:44,200

meaning the numbers just don't add up.

491

00:34:46,200 --> 00:34:48,200

But Jamie's not done yet.

492

00:34:48,200 --> 00:34:52,200

Samurais and ninjas and swords and things like that,

493

00:34:52,200 --> 00:34:56,200

they're fine, but they're a little passe.

494

00:34:56,200 --> 00:35:01,200

Jamie's gearing up for something you should not try at home.

495

00:35:01,200 --> 00:35:05,200

He's following the myth busters mantra that if it's worth doing,

496

00:35:05,200 --> 00:35:07,200

it's worth overdoing.

497

00:35:08,200 --> 00:35:11,200

Welcome to Fruit Chainsaw.

498

00:35:16,200 --> 00:35:18,200

Nowadays we use chainsaw.

499

00:35:22,200 --> 00:35:24,200

Oh, yeah!

500

00:35:24,200 --> 00:35:29,200

Tackling fruit with a sword is one thing, but with a chainsaw...

501

00:35:30,200 --> 00:35:33,200

...it's something else.

502

00:35:33,200 --> 00:35:35,200

I mean, all you have to do is touch it,

503

00:35:35,200 --> 00:35:38,200

and thanks to that chain going a bazillion miles an hour,

504

00:35:38,200 --> 00:35:40,200

you've got instant fruit salad.

505

00:35:41,200 --> 00:35:43,200

Yeah!

506

00:35:43,200 --> 00:35:47,200

So if you find yourself having to hack away at flying fruit,

507

00:35:49,200 --> 00:35:50,200

it's hard to beat.

508

00:35:50,200 --> 00:35:52,200

Yeah!

509

00:35:53,200 --> 00:35:55,200

Beautiful!

510

00:35:55,200 --> 00:35:57,200

Beautiful!

511

00:35:59,200 --> 00:36:03,200

Jamie's chainsaw was unbelievably effective.

512

00:36:03,200 --> 00:36:07,200

I was really kind of worried that the fruit would skip off the edge of the blade,

513

00:36:07,200 --> 00:36:12,200

but, oh man, it was actually so much more awesome looking on camera than the sword.

514

00:36:14,200 --> 00:36:17,200

I'm thrilled. I want to keep going. Can we do some more?

515

00:36:21,200 --> 00:36:24,200

I'm going to say this is some of the sweetest smelling carnage

516

00:36:24,200 --> 00:36:26,200

we have ever produced on this show.

517

00:36:26,200 --> 00:36:28,200

How do you want to call it?

518

00:36:28,200 --> 00:36:32,200

I'm going to say it's much harder to play Fruit Ninja in real life than it is in the game,

519

00:36:32,200 --> 00:36:35,200

but it's also much more fun. What do you think?

520

00:36:35,200 --> 00:36:38,200

I'll let you know. I'm waiting for the chainsaw version.

521

00:36:38,200 --> 00:36:40,200

They're totally going to do that now.

522

00:36:40,200 --> 00:36:42,200

Let's get out of here.

523

00:36:47,200 --> 00:36:51,200

It may be game over for the false physics of Fruit Ninja,

524

00:36:51,200 --> 00:36:53,200

but coming up...

525

00:36:54,200 --> 00:36:56,200

The Denizens of the Doom Dungeon...

526

00:36:56,200 --> 00:36:58,200

Brendan, are you ready? Let's do this.

527

00:36:58,200 --> 00:37:00,200

...face a more accurate avatar.

528

00:37:00,200 --> 00:37:02,200

Oh, right in the face!

529

00:37:02,200 --> 00:37:06,200

...cue our real-life video game superhero.

530

00:37:07,200 --> 00:37:09,200

Right in the moneymaker.

531

00:37:11,200 --> 00:37:13,200

We're going to pause for a second in our slicing and dicing,

532

00:37:13,200 --> 00:37:16,200

because if you don't mind, there's something I'd like to cover.

533

00:37:16,200 --> 00:37:19,200

Sure, when do you think the first computer games were played?

534

00:37:19,200 --> 00:37:22,200

They had digital computing around the time of the Second World War.

535

00:37:22,200 --> 00:37:25,200

Yeah, didn't you work with the British code breakers on that?

536

00:37:25,200 --> 00:37:29,200

And shortly after that, they had to be starting to play games with them.

537

00:37:29,200 --> 00:37:31,200

In fact, you're totally correct.

538

00:37:31,200 --> 00:37:33,200

The first computer games came about in the 1950s,

539

00:37:33,200 --> 00:37:35,200

just after the advent of the first computers

540

00:37:35,200 --> 00:37:39,200

on machines that could handle about 200 computations per second.

541

00:37:39,200 --> 00:37:42,200

Video games, as we know it, really blow up in the 70s

542

00:37:42,200 --> 00:37:46,200

after games like Pong and Kids Today play at a completely different level.

543

00:37:46,200 --> 00:37:51,200

On machines that manage a mind-boggling 2 trillion with a T,

544

00:37:51,200 --> 00:37:53,200

operations per second.

545

00:37:53,200 --> 00:37:56,200

So basically you're talking about 20 million times

546

00:37:56,200 --> 00:37:59,200

what the Apollo mission had to get to the moon.

547

00:38:00,200 --> 00:38:01,200

Exactly.

548

00:38:01,200 --> 00:38:04,200

Just to make life hell for some digital fruit.

549

00:38:04,200 --> 00:38:07,200

Yes, isn't that awesome technology, man?

550

00:38:07,200 --> 00:38:09,200

Back to our regularly scheduled programming.

551

00:38:15,200 --> 00:38:20,200

Adam and Jamie have just failed to fire in their first-person shooter.

552

00:38:21,200 --> 00:38:24,200

But an accurate avatar, they're not.

553

00:38:27,200 --> 00:38:29,200

That's where this guy comes in.

554

00:38:35,200 --> 00:38:37,200

This is the moment of truth.

555

00:38:37,200 --> 00:38:39,200

Jamie and I have run this Doom level once each,

556

00:38:39,200 --> 00:38:42,200

carrying all the weapons with an average time of just over 11 minutes.

557

00:38:42,200 --> 00:38:45,200

Now it's time for Brendan to do the same.

558

00:38:51,200 --> 00:38:53,200

Brendan, are you ready?

559

00:38:53,200 --> 00:38:55,200

Yes, sir. I'm ready. Let's do this.

560

00:38:55,200 --> 00:38:59,200

Three, two, one, go.

561

00:39:02,200 --> 00:39:07,200

Like Adam and Jamie, Brendan starts with the one weapon at a time test.

562

00:39:08,200 --> 00:39:09,200

Let's do this.

563

00:39:09,200 --> 00:39:11,200

Which he tears up.

564

00:39:13,200 --> 00:39:15,200

Oh, right in the face.

565

00:39:17,200 --> 00:39:18,200

Got him.

566

00:39:21,200 --> 00:39:23,200

Three, two, one.

567

00:39:30,200 --> 00:39:32,200

Right in the one, maker.

568

00:39:32,200 --> 00:39:35,200

Brendan completes the control in a mere four minutes.

569

00:39:36,200 --> 00:39:37,200

Good job.

570

00:39:37,200 --> 00:39:38,200

Thanks, sir.

571

00:39:39,200 --> 00:39:43,200

But how will this ultimate fighter fare when he has to collect and carry?

572

00:39:43,200 --> 00:39:45,200

Brendan, are you ready?

573

00:39:45,200 --> 00:39:47,200

Yes, sir. Let's do this.

574

00:39:47,200 --> 00:39:50,200

Start the level in three, two, one.

575

00:39:51,200 --> 00:39:52,200

Go.

576

00:39:52,200 --> 00:39:54,200

Right from the double doors.

577

00:39:54,200 --> 00:39:56,200

I'll bet he's going to kick our butt in this.

578

00:39:56,200 --> 00:39:57,200

We'll see.

579

00:39:57,200 --> 00:39:59,200

Neaseless backpack check.

580

00:39:59,200 --> 00:40:03,200

Brendan tackles the course with the same energy as before.

581

00:40:05,200 --> 00:40:07,200

Right in the face, Sniper.

582

00:40:08,200 --> 00:40:10,200

That's very fast for some counter.

583

00:40:10,200 --> 00:40:14,200

Two guns and 18 pounds has no effect.

584

00:40:15,200 --> 00:40:16,200

Oh.

585

00:40:19,200 --> 00:40:21,200

33 pounds, the same.

586

00:40:25,200 --> 00:40:27,200

Even the dreaded chainsaw

587

00:40:30,200 --> 00:40:32,200

impedes him not at all.

588

00:40:39,200 --> 00:40:42,200

And while he's groaning like there's no tomorrow.

589

00:40:43,200 --> 00:40:45,200

I'm not sure whether that's the bad guys or Brendan.

590

00:40:45,200 --> 00:40:49,200

It's almost as much fun to listen to as being part of the actual level.

591

00:40:51,200 --> 00:40:54,200

He's so fast that before the guys know it...

592

00:40:56,200 --> 00:40:57,200

Yes, sir.

593

00:41:00,200 --> 00:41:01,200

Dude.

594

00:41:01,200 --> 00:41:02,200

Yeah.

595

00:41:02,200 --> 00:41:04,200

That was magnificent.

596

00:41:04,200 --> 00:41:07,200

I mean, you know what? I forgot to use the backpack.

597

00:41:07,200 --> 00:41:09,200

I was just going to carry it all the stuff.

598

00:41:10,200 --> 00:41:12,200

He's choking me a tad.

599

00:41:12,200 --> 00:41:13,200

I'm like, oh, snap.

600

00:41:13,200 --> 00:41:14,200

Look at Lydie.

601

00:41:14,200 --> 00:41:15,200

It's snug.

602

00:41:15,200 --> 00:41:16,200

Oh my gosh.

603

00:41:16,200 --> 00:41:20,200

You beat us carrying everything when we didn't have to carry stuff.

604

00:41:20,200 --> 00:41:23,200

It's amazing how a little bit of adrenaline do you when you have zombies chasing you.

605

00:41:25,200 --> 00:41:30,200

It's a stunning result because even loaded down with nine weapons,

606

00:41:30,200 --> 00:41:33,200

three medicates and two ammo boxes,

607

00:41:33,200 --> 00:41:36,200

Brendan's time was not slowed in the slightest.

608

00:41:37,200 --> 00:41:40,200

That's not all we've learned today.

609

00:41:42,200 --> 00:41:43,200

You know what?

610

00:41:43,200 --> 00:41:47,200

These zombies, demons really.

611

00:41:47,200 --> 00:41:49,200

Right in the moneymaker.

612

00:41:49,200 --> 00:41:52,200

They don't like to get hit in the penis for whatever reason.

613

00:41:52,200 --> 00:41:54,200

I'm just really good at hitting them there.

614

00:41:54,200 --> 00:41:55,200

Got them.

615

00:41:55,200 --> 00:41:56,200

Right in the money shot.

616

00:41:56,200 --> 00:41:57,200

And they're groaning.

617

00:41:57,200 --> 00:42:00,200

I don't think the extras are too happy about it, the volunteers,

618

00:42:00,200 --> 00:42:02,200

but you got to do what you got to do.

619

00:42:02,200 --> 00:42:06,200

How do you want to call it?

620

00:42:06,200 --> 00:42:07,200

You know what's funny?

621

00:42:07,200 --> 00:42:13,200

Because we got most of the way through this set of tests with me being convinced this was going to be busted all the way down the line.

622

00:42:13,200 --> 00:42:16,200

And then after Brendan's run, got to say I think it's plausible.

623

00:42:16,200 --> 00:42:18,200

I think you're right.

624

00:42:18,200 --> 00:42:20,200

Let's get back to the real world.

625

00:42:20,200 --> 00:42:21,200

Okay.

626

00:42:32,200 --> 00:42:34,200

You