

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, 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.

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 go get a gun.

15

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

I'm gonna go get a gun.

16

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

I'm gonna go get a gun.

17

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

I'm gonna go get a gun.

18

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

I'm gonna go get a gun.

19

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

Video game special.

20

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

Nice one, Heinemann.

21

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

Let's do it.

22

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

MUSIC

23

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

MUSIC

24

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

MUSIC

25

00:01:24,000 --> 00:01:26,000

MUSIC

26

00:01:26,000 --> 00:01:28,000

MUSIC

27

00:01:28,000 --> 00:01:30,000

MUSIC

28

00:01:30,000 --> 00:01:32,000

MUSIC

29

00:01:32,000 --> 00:01:34,000

MUSIC

30

00:01:34,000 --> 00:01:36,000

MUSIC

31

00:01:36,000 --> 00:01:38,000

MUSIC

32

00:01:38,000 --> 00:01:40,000

MUSIC

33

00:01:40,000 --> 00:01:42,000

MUSIC

34

00:01:42,000 --> 00:01:44,000

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

35

00:01:44,000 --> 00:01:46,000

Yes, we are.

36

00:01:46,000 --> 00:01:48,000

Well, given that there are thousands of them out there,

37

00:01:48,000 --> 00:01:50,000

doesn't that have a pretty broad topic for us?

38

00:01:50,000 --> 00:01:52,000

Well, you're absolutely right.

39

00:01:52,000 --> 00:01:54,000

The video game industry is not only massive,

40

00:01:54,000 --> 00:01:56,000

it is incredibly diverse.

41

00:01:56,000 --> 00:01:58,000

However, we've boiled it down

42

00:01:58,000 --> 00:02:00,000

to a couple of games that I think are pretty representative,

43

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

and also pretty cool.

44

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

Go on.

45

00:02:04,000 --> 00:02:06,000

Well, later we'll be tackling fruit ninja

46

00:02:06,000 --> 00:02:08,000

to see if you can slice through real fruit

47

00:02:08,000 --> 00:02:10,000

or if you can slice through digital fruit.

48

00:02:10,000 --> 00:02:12,000

But first up is a myth

49

00:02:12,000 --> 00:02:14,000

from a little game called Doom.

50

00:02:14,000 --> 00:02:17,000

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

51

00:02:17,000 --> 00:02:20,000

Yes, it is referred to as a first-person shooter,

52

00:02:20,000 --> 00:02:23,000

and Doom effectively invented the genre.

53

00:02:23,000 --> 00:02:25,000

You are moving through a world shooting stuff,

54

00:02:25,000 --> 00:02:27,000

and as you come across things that you need,

55

00:02:27,000 --> 00:02:30,000

you can pick it up, ammo, medical packs, guns, supplies,

56

00:02:30,000 --> 00:02:32,000

whatever you need.

57

00:02:32,000 --> 00:02:34,000

The thing is, is that no matter how much you pick up

58

00:02:34,000 --> 00:02:36,000

in a first-person shooter,

59

00:02:36,000 --> 00:02:39,000

you seem to slow you down as you move through that world,

60

00:02:39,000 --> 00:02:42,000

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

61

00:02:45,000 --> 00:02:47,000

Well, if we're going to test it,

62

00:02:47,000 --> 00:02:49,000

we're going to have to make a real-world version

63

00:02:49,000 --> 00:02:51,000

of a Doom level, right?

64

00:02:51,000 --> 00:02:53,000

Exactly. Doesn't that sound cool?

65

00:02:53,000 --> 00:02:55,000

First-person shooters

66

00:02:55,000 --> 00:02:57,000

include some of the most popular titles

67

00:02:57,000 --> 00:02:59,000

in video game history.

68

00:03:00,000 --> 00:03:03,000

But is it really possible to pack so much heat

69

00:03:03,000 --> 00:03:06,000

and still function effectively?

70

00:03:06,000 --> 00:03:09,000

Or is this a myth that's doomed?

71

00:03:24,000 --> 00:03:27,000

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

72

00:03:27,000 --> 00:03:29,000

That is, the real world.

73

00:03:29,000 --> 00:03:31,000

And in Doom, you're always running around

74

00:03:31,000 --> 00:03:33,000

in a military-industrial complex.

75

00:03:33,000 --> 00:03:35,000

So we've come to get this,

76

00:03:35,000 --> 00:03:37,000

a military-industrial complex.

77

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

From the outside, the building's got potential,

78

00:03:40,000 --> 00:03:42,000

but on the inside,

79

00:03:42,000 --> 00:03:44,000

it's out of this world.

80

00:03:50,000 --> 00:03:53,000

This is going to be perfect.

81

00:03:53,000 --> 00:03:55,000

This place is amazing.

82

00:03:57,000 --> 00:03:59,000

Nice.

83

00:03:59,000 --> 00:04:02,000

The building that we found is absolutely perfect

84

00:04:02,000 --> 00:04:05,000

in every way for conducting this experiment.

85

00:04:05,000 --> 00:04:08,000

You think we need a Geiger counter in here?

86

00:04:08,000 --> 00:04:10,000

It's a military facility,

87

00:04:10,000 --> 00:04:13,000

which means there's reinforced concrete.

88

00:04:13,000 --> 00:04:16,000

Ziduck, that would be right with you.

89

00:04:17,000 --> 00:04:19,000

Oh, my gosh.

90

00:04:19,000 --> 00:04:22,000

It's abandoned, which means the paint is peeling everywhere,

91

00:04:22,000 --> 00:04:25,000

and there's signs and evidence of human habitation,

92

00:04:25,000 --> 00:04:27,000

but clearly long since departed.

93

00:04:27,000 --> 00:04:29,000

It's a perfect blank canvas

94

00:04:29,000 --> 00:04:32,000

for us to build this real-world Doom level.

95

00:04:34,000 --> 00:04:36,000

When you play a first-person shooter game,

96

00:04:36,000 --> 00:04:38,000

you're supposed to pick up weapons, ammo, med kits,

97

00:04:38,000 --> 00:04:40,000

and carry it with you.

98

00:04:40,000 --> 00:04:44,000

Now, the myth is that having all that stuff on you

99

00:04:44,000 --> 00:04:48,000

does not in any way negatively affect your ability to succeed.

100

00:04:49,000 --> 00:04:51,000

But would it?

101

00:04:51,000 --> 00:04:53,000

Well, that's what we're testing.

102

00:04:54,000 --> 00:04:57,000

And to make sure that testing is accurate...

103

00:04:57,000 --> 00:04:59,000

It's like making a big bed.

104

00:04:59,000 --> 00:05:03,000

...it's vital that their real-world course matches the virtual world.

105

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

Ready?

106

00:05:06,000 --> 00:05:08,000

Both in terms of the spatial dimensions...

107

00:05:08,000 --> 00:05:11,000

This is going to be the sliding door where we start from.

108

00:05:12,000 --> 00:05:16,000

...and the number and placement of monsters and munitions.

109

00:05:16,000 --> 00:05:18,000

Dude, I think this is perfect.

110

00:05:18,000 --> 00:05:20,000

Oh, yeah.

111

00:05:20,000 --> 00:05:24,000

And to ensure that, Adams turned to the top.

112

00:05:24,000 --> 00:05:27,000

Our real-world Doom level is shaping up quite nicely,

113

00:05:27,000 --> 00:05:31,000

but we wanted to get a better idea of how it measured up to the real thing,

114

00:05:31,000 --> 00:05:34,000

or the fake thing, the video game Doom. Right.

115

00:05:34,000 --> 00:05:38,000

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

116

00:05:38,000 --> 00:05:41,000

He's developed thousands and thousands of levels.

117

00:05:41,000 --> 00:05:44,000

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

118

00:05:44,000 --> 00:05:46,000

I think this space is really cool.

119

00:05:46,000 --> 00:05:48,000

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

120

00:05:48,000 --> 00:05:52,000

It's got scary textures, right angles.

121

00:05:52,000 --> 00:05:54,000

It's got this great, cheesy lighting.

122

00:05:54,000 --> 00:05:58,000

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

123

00:05:58,000 --> 00:06:00,000

Totally virtual for the...

124

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

That's awesome. Yes. Let's do it.

125

00:06:02,000 --> 00:06:03,000

Okay.

126

00:06:04,000 --> 00:06:05,000

Alright, Tim.

127

00:06:05,000 --> 00:06:07,000

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

128

00:06:07,000 --> 00:06:09,000

Yes, this is our Doom editor.

129

00:06:09,000 --> 00:06:12,000

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

130

00:06:12,000 --> 00:06:13,000

Okay.

131

00:06:13,000 --> 00:06:15,000

This is our render view, which is a preview.

132

00:06:15,000 --> 00:06:18,000

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

133

00:06:18,000 --> 00:06:24,000

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

134

00:06:24,000 --> 00:06:25,000

This is our space? Yes.

135

00:06:25,000 --> 00:06:27,000

We're here. This is the elevator.

136

00:06:27,000 --> 00:06:29,000

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

137

00:06:29,000 --> 00:06:30,000

Yes.

138

00:06:30,000 --> 00:06:32,000

Dude!

139

00:06:32,000 --> 00:06:35,000

That's like windows on either side and everything.

140

00:06:36,000 --> 00:06:38,000

This is so cool.

141

00:06:38,000 --> 00:06:40,000

See, this is the hallway that we walk through.

142

00:06:40,000 --> 00:06:41,000

Here's the red lights.

143

00:06:41,000 --> 00:06:42,000

Dude!

144

00:06:42,000 --> 00:06:44,000

This is where you and I had the conversation.

145

00:06:44,000 --> 00:06:45,000

Yes.

146

00:06:45,000 --> 00:06:47,000

Wow.

147

00:06:47,000 --> 00:06:50,000

Thanks to his expertise in the virtual world...

148

00:06:50,000 --> 00:06:53,000

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

149

00:06:53,000 --> 00:06:55,000

This guy's on fire.

150

00:06:55,000 --> 00:06:58,000

Tim helps certify their course as correct.

151

00:06:58,000 --> 00:07:00,000

It's got the right look, the right size,

152

00:07:00,000 --> 00:07:03,000

and, crucially, the right amount of monsters,

153

00:07:03,000 --> 00:07:05,000

medicates, and munitions.

154

00:07:05,000 --> 00:07:08,000

This is the arsenal we will have at our disposal.

155

00:07:08,000 --> 00:07:11,000

Everything from handguns, shotguns, to machine guns.

156

00:07:11,000 --> 00:07:13,000

All of them.

157

00:07:13,000 --> 00:07:15,000

Shooting darts and paintballs.

158

00:07:15,000 --> 00:07:18,000

All of them weighted correctly to their real-world counterparts.

159

00:07:18,000 --> 00:07:20,000

Now, the first time we run this level,

160

00:07:20,000 --> 00:07:22,000

every time we pick up a weapon,

161

00:07:22,000 --> 00:07:24,000

we're going to be putting one down.

162

00:07:24,000 --> 00:07:27,000

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

163

00:07:27,000 --> 00:07:30,000

That means, by the time we finish the second level,

164

00:07:30,000 --> 00:07:34,000

we'll have everything on these tables strapped to our bodies.

165

00:07:34,000 --> 00:07:38,000

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

166

00:07:38,000 --> 00:07:40,000

Now all that needs to happen...

167

00:07:40,000 --> 00:07:42,000

Dude!

168

00:07:42,000 --> 00:07:44,000

That looks so awesome.

169

00:07:44,000 --> 00:07:46,000

I would put this on my house if I could.

170

00:07:46,000 --> 00:07:51,000

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

171

00:07:51,000 --> 00:07:53,000

Ah!

172

00:07:53,000 --> 00:07:55,000

Ah!

173

00:07:55,000 --> 00:07:59,000

Before we cash and carry, what else is going on?

174

00:07:59,000 --> 00:08:01,000

Fruit, ninja, wa-pa-pa!

175

00:08:01,000 --> 00:08:04,000

Even I've heard of that one. What about it?

176

00:08:04,000 --> 00:08:06,000

Well, this one falls into the category of

177

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

is it possible in real life?

178

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

Gone.

179

00:08:10,000 --> 00:08:14,000

Is it possible to slice fruit as easily as the game would suggest?

180

00:08:14,000 --> 00:08:18,000

Tons of people tried out online with some mixed results.

181

00:08:18,000 --> 00:08:20,000

You all right?

182

00:08:20,000 --> 00:08:21,000

I'm good, dude.

183

00:08:21,000 --> 00:08:22,000

You are straight bleeding.

184

00:08:22,000 --> 00:08:24,000

I think we should give it a go.

185

00:08:24,000 --> 00:08:26,000

Fruit salad here would come.

186

00:08:26,000 --> 00:08:28,000

Sh-y-o-zah!

187

00:08:41,000 --> 00:08:44,000

Let's play.

188

00:09:05,000 --> 00:09:09,000

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

189

00:09:11,000 --> 00:09:13,000

Yes!

190

00:09:13,000 --> 00:09:15,000

And the goal of the game is simple.

191

00:09:15,000 --> 00:09:19,000

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

192

00:09:19,000 --> 00:09:21,000

Five fruit combo.

193

00:09:21,000 --> 00:09:25,000

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

194

00:09:25,000 --> 00:09:27,000

Oh, Mr. Coconut!

195

00:09:27,000 --> 00:09:31,000

But I add a wrinkle to make it more entertaining.

196

00:09:31,000 --> 00:09:34,000

I use a real wooden practice sword called a Boken.

197

00:09:34,000 --> 00:09:37,000

This is from my personal collection.

198

00:09:37,000 --> 00:09:41,000

Oh, man, if I ever meet some fruit in an alley,

199

00:09:41,000 --> 00:09:43,000

it's ass is mine.

200

00:09:43,000 --> 00:09:49,000

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

201

00:09:51,000 --> 00:09:54,000

But how to test just that?

202

00:09:54,000 --> 00:10:02,000

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

203

00:10:04,000 --> 00:10:06,000

I hope Simon sees this and puts me...

204

00:10:06,000 --> 00:10:08,000

Hey, Hajima!

205

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

...in a samurai movie.

206

00:10:10,000 --> 00:10:14,000

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

207

00:10:14,000 --> 00:10:18,000

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

208

00:10:18,000 --> 00:10:24,000

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

209

00:10:24,000 --> 00:10:29,000

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

210

00:10:29,000 --> 00:10:33,000

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

211

00:10:33,000 --> 00:10:38,000

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

212

00:10:38,000 --> 00:10:44,000

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

213

00:10:44,000 --> 00:10:48,000

which in this case has deadly consequences for fruit.

214

00:10:48,000 --> 00:10:49,000

Yeah!

215

00:10:49,000 --> 00:10:51,000

See what I mean?

216

00:10:51,000 --> 00:10:56,000

Adam is a veritable whirling dervish of digital destruction.

217

00:10:56,000 --> 00:11:00,000

And when done, with the combination bonus points subtracted,

218

00:11:01,000 --> 00:11:06,000

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

219

00:11:06,000 --> 00:11:10,000

But when Adam phases off against the real thing,

220

00:11:10,000 --> 00:11:13,000

will that score cut it?

221

00:11:13,000 --> 00:11:18,000

This is so awesome.

222

00:11:18,000 --> 00:11:22,000

Right outside these doors, Jamie and I have constructed a real-world simulacrum

223

00:11:22,000 --> 00:11:25,000

of a level of the video game Doom.

224

00:11:25,000 --> 00:11:31,000

With weapons, ammo, health, and monsters.

225

00:11:31,000 --> 00:11:34,000

And the game is a game that's made for you.

226

00:11:34,000 --> 00:11:37,000

And it's a game that's made for you.

227

00:11:37,000 --> 00:11:42,000

With weapons, ammo, health, and monsters.

228

00:11:42,000 --> 00:11:47,000

Jamie and I will have to move through that labyrinth,

229

00:11:47,000 --> 00:11:50,000

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

230

00:11:50,000 --> 00:11:57,000

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

231

00:11:57,000 --> 00:12:02,000

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

232

00:12:02,000 --> 00:12:05,000

All right, monsters, you guys feeling ready?

233

00:12:06,000 --> 00:12:11,000

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

234

00:12:11,000 --> 00:12:14,000

When I say go, I want you to retreat to your position,

235

00:12:14,000 --> 00:12:17,000

and then when you see Jamie, try and kill him.

236

00:12:19,000 --> 00:12:22,000

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

237

00:12:22,000 --> 00:12:26,000

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

238

00:12:28,000 --> 00:12:32,000

They're basically a polyurethane foam poured into a silicone mold

239

00:12:32,000 --> 00:12:34,000

with a piece of aluminum to keep it stiff.

240

00:12:36,000 --> 00:12:39,000

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

241

00:12:41,000 --> 00:12:43,000

Coming out to play, little wrench.

242

00:12:43,000 --> 00:12:47,000

Painted in dune colors, what you end up with is something that looks like a wrench.

243

00:12:47,000 --> 00:12:50,000

Oh, I love pulling masking off.

244

00:12:50,000 --> 00:12:55,000

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

245

00:12:55,000 --> 00:12:58,000

Whenever you see someone swinging a wrench in a movie,

246

00:12:58,000 --> 00:13:02,000

it's probably one of these so that when they hit someone in the face,

247

00:13:02,000 --> 00:13:05,000

they don't actually hurt them. Isn't that cool?

248

00:13:06,000 --> 00:13:11,000

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

249

00:13:11,000 --> 00:13:16,000

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

250

00:13:16,000 --> 00:13:20,000

For this first test, every time I see a new weapon, I put the one I'm carrying down,

251

00:13:20,000 --> 00:13:23,000

pick up that weapon and proceed.

252

00:13:23,000 --> 00:13:27,000

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

253

00:13:28,000 --> 00:13:30,000

I'm going to go.

254

00:13:34,000 --> 00:13:36,000

Ow.

255

00:13:36,000 --> 00:13:37,000

Jamie, are you ready?

256

00:13:37,000 --> 00:13:38,000

I'm good to go.

257

00:13:38,000 --> 00:13:44,000

Okay. Commence the test in three, two, one, go.

258

00:13:46,000 --> 00:13:52,000

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

259

00:13:53,000 --> 00:13:59,000

First, the weapons we're using are props which fire darts and not bullets,

260

00:13:59,000 --> 00:14:06,000

but crucially, we've strapped lead weights to them so their mass exactly matches that of the real

thing.

261

00:14:15,000 --> 00:14:17,000

Second, this is our control test.

262

00:14:17,000 --> 00:14:22,000

Every time Jamie picks up a new weapon, he'll put down the one that he had already been using.

263

00:14:27,000 --> 00:14:30,000

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

264

00:14:30,000 --> 00:14:35,000

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

265

00:14:35,000 --> 00:14:41,000

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

266

00:14:42,000 --> 00:14:49,000

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

267

00:14:50,000 --> 00:15:00,000

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

268

00:15:00,000 --> 00:15:01,000

Nice.

269

00:15:04,000 --> 00:15:06,000

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

270

00:15:06,000 --> 00:15:12,000

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

271

00:15:17,000 --> 00:15:22,000

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

272

00:15:26,000 --> 00:15:33,000

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

273

00:15:37,000 --> 00:15:41,000

Hey!

274

00:15:41,000 --> 00:15:43,000

How was that?

275

00:15:43,000 --> 00:15:46,000

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

276

00:15:49,000 --> 00:15:51,000

I'm like Rambo.

277

00:15:51,000 --> 00:15:53,000

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

278

00:15:53,000 --> 00:15:56,000

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

279

00:15:56,000 --> 00:15:58,000

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

280

00:15:58,000 --> 00:16:04,000

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

281

00:16:07,000 --> 00:16:14,000

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.

282

00:16:17,000 --> 00:16:19,000

Let's kill some monsters.

283

00:16:20,000 --> 00:16:22,000

Oh, it was actually loaded.

284

00:16:23,000 --> 00:16:24,000

Like the Heinemann,

285

00:16:24,000 --> 00:16:26,000

Monsters, are you ready?

286

00:16:29,000 --> 00:16:33,000

Adam starts with his one weapon at a time control.

287

00:16:33,000 --> 00:16:38,000

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

288

00:16:57,000 --> 00:17:00,000

You know, you spend a lot of time talking through stories like this,

289

00:17:00,000 --> 00:17:03,000

and setting them up and making sure the science is spot on.

290

00:17:06,000 --> 00:17:10,000

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

291

00:17:13,000 --> 00:17:16,000

And I've got to shoot them.

292

00:17:18,000 --> 00:17:21,000

What could be more fun than that?

293

00:17:21,000 --> 00:17:34,000

You can hear the chainsaw spring flesh and blood all over the walls. It's horrible.

294

00:17:38,000 --> 00:17:40,000

Yes!

295

00:17:40,000 --> 00:17:55,000

Woo! That was fun! You're alive. Dude! Five minutes, 38 seconds.

296

00:18:00,000 --> 00:18:06,000

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

297

00:18:10,000 --> 00:18:14,000

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

298

00:18:15,000 --> 00:18:18,000

Which is frankly longer than I thought it would take.

299

00:18:18,000 --> 00:18:24,000

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

300

00:18:26,000 --> 00:18:30,000

Now, of course, later, when we're doing the pick up and hold on to everything test,

301

00:18:30,000 --> 00:18:34,000

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

302

00:18:34,000 --> 00:18:40,000

Again, because of the tactical play, I'm kind of feeling like it's looking sort of good for the myth at this point.

303

00:18:41,000 --> 00:18:45,000

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

304

00:18:47,000 --> 00:18:49,000

One shot!

305

00:18:49,000 --> 00:18:53,000

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

306

00:18:53,000 --> 00:18:58,000

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

307

00:19:04,000 --> 00:19:09,000

Digital destruction in 2D is as easy as one, two, three.

308

00:19:10,000 --> 00:19:18,000

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

309

00:19:22,000 --> 00:19:28,000

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

310

00:19:28,000 --> 00:19:31,000

This is a sparring program.

311

00:19:31,000 --> 00:19:36,000

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

game.

312

00:19:36,000 --> 00:19:45,000

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,

313

00:19:45,000 --> 00:19:51,000

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

314

00:19:52,000 --> 00:19:58,000

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.

315

00:19:58,000 --> 00:20:02,000

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

316

00:20:02,000 --> 00:20:05,000

You know who's really good at throwing? Jugglers.

317

00:20:07,000 --> 00:20:12,000

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

318

00:20:12,000 --> 00:20:16,000

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

319

00:20:16,000 --> 00:20:20,000

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

320

00:20:23,000 --> 00:20:27,000

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

321

00:20:27,000 --> 00:20:34,000

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

322

00:20:34,000 --> 00:20:39,000

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

323

00:20:39,000 --> 00:20:42,000

So, high, catch.

324

00:20:42,000 --> 00:20:45,000

Hey! Let's throw some fruit.

325

00:20:45,000 --> 00:20:46,000

Alright.

326

00:20:47,000 --> 00:20:50,000

This is how this is going to work. We've got our basket full of fruit.

327

00:20:50,000 --> 00:20:53,000

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

328

00:20:53,000 --> 00:20:56,000

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

329

00:20:58,000 --> 00:21:05,000

I'm totally ready. Let's do this. This is going to be great.

330

00:21:07,000 --> 00:21:11,000

Can Adam beat his 100-cut benchmark?

331

00:21:12,000 --> 00:21:19,000

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

332

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

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

333

00:21:21,000 --> 00:21:23,000

Oh, this feels great!

334

00:21:24,000 --> 00:21:25,000

You ready, sir?

335

00:21:25,000 --> 00:21:27,000

I'm ready. Are you ready?

336

00:21:27,000 --> 00:21:29,000

Not quite, but what the hell?

337

00:21:29,000 --> 00:21:32,000

Alright, you count us down, Jamie.

338

00:21:32,000 --> 00:21:40,000

Okay. Fruit Ninja in three, two, one, go.

339

00:21:46,000 --> 00:21:54,000

Right from the get-go, it's clear that compared to the game, Adam, a trained swordsman, is having more difficulty making contact.

340

00:21:56,000 --> 00:21:58,000

Oh, my gosh, I'm missing everything.

341

00:21:58,000 --> 00:22:02,000

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

342

00:22:03,000 --> 00:22:04,000

Yes!

343

00:22:05,000 --> 00:22:10,000

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

344

00:22:10,000 --> 00:22:13,000

Yes! Pineapple! Tomato!

345

00:22:14,000 --> 00:22:15,000

Oh, yeah!

346

00:22:18,000 --> 00:22:19,000

30 seconds.

347

00:22:19,000 --> 00:22:22,000

30 seconds already? This is too much fun.

348

00:22:25,000 --> 00:22:26,000

Too close to me.

349

00:22:29,000 --> 00:22:30,000

Ha, ha, quick!

350

00:22:33,000 --> 00:22:34,000

Oh, whole thing of bananas!

351

00:22:34,000 --> 00:22:40,000

Three, two, one.

352

00:22:41,000 --> 00:22:42,000

Woo-hoo-hoo!

353

00:22:46,000 --> 00:22:47,000

Woo!

354

00:22:48,000 --> 00:22:51,000

That was perhaps more fun than should be allowed.

355

00:22:51,000 --> 00:22:53,000

I think my scoring was pretty poor on that.

356

00:22:53,000 --> 00:22:55,000

You got a few pieces of fruit.

357

00:22:55,000 --> 00:22:57,000

I cut a piece of a few pieces.

358

00:23:00,000 --> 00:23:01,000

Yes!

359

00:23:01,000 --> 00:23:06,000

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

360

00:23:06,000 --> 00:23:07,000

Oh, yeah!

361

00:23:07,000 --> 00:23:12,000

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

362

00:23:12,000 --> 00:23:18,000

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

363

00:23:18,000 --> 00:23:25,000

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

364

00:23:25,000 --> 00:23:26,000

Ha, ha, ha!

365

00:23:26,000 --> 00:23:28,000

I mean, it doesn't even compare.

366

00:23:28,000 --> 00:23:33,000

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

367

00:23:33,000 --> 00:23:37,000

Oh, look at that! Perfectly in half.

368

00:23:37,000 --> 00:23:41,000

To reveal a disappointing score of 30.

369

00:23:41,000 --> 00:23:44,000

I am literally eating the fruit of my labor.

370

00:23:45,000 --> 00:23:54,000

So our ninja, aka Adam, sliced 30 of the 100 or so pieces of fruit, which is way lower than he got on the virtual game.

371

00:23:54,000 --> 00:23:57,000

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

372

00:23:57,000 --> 00:23:58,000

More fruit, more fruit!

373

00:23:58,000 --> 00:24:03,000

First, they didn't throw fruit at a fast enough rate, meaning getting a really good score was impossible.

374

00:24:03,000 --> 00:24:07,000

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

375

00:24:07,000 --> 00:24:08,000

Too close to me?

376

00:24:08,000 --> 00:24:09,000

Oh!

377

00:24:09,000 --> 00:24:16,000

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

378

00:24:16,000 --> 00:24:18,000

But will it be enough to triple his score?

379

00:24:18,000 --> 00:24:20,000

I have my doubts.

380

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

Mmm, grapefruit.

381

00:24:26,000 --> 00:24:28,000

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

382

00:24:28,000 --> 00:24:29,000

We're about to go again.

383

00:24:29,000 --> 00:24:31,000

The jugglers have mastered their arcs.

384

00:24:31,000 --> 00:24:33,000

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

385

00:24:33,000 --> 00:24:35,000

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

386

00:24:35,000 --> 00:24:39,000

Fruit Ninja in three, two, one, go!

387

00:24:41,000 --> 00:24:42,000

Oh, yes!

388

00:24:44,000 --> 00:24:45,000

Ha ha!

389

00:24:45,000 --> 00:24:46,000

My apple!

390

00:24:46,000 --> 00:24:47,000

Yes!

391

00:24:47,000 --> 00:24:51,000

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

392

00:24:54,000 --> 00:24:55,000

Ha ha! Yes!

393

00:24:55,000 --> 00:24:57,000

The man is a mine!

394

00:24:57,000 --> 00:24:59,000

With the jugglers now right on target.

395

00:24:59,000 --> 00:25:00,000

Coconut!

396

00:25:02,000 --> 00:25:03,000

Oh ho ho!

397

00:25:04,000 --> 00:25:05,000

Ah, yeah!

398

00:25:05,000 --> 00:25:08,000

Every piece hits the apex at a cuttable height.

399

00:25:08,000 --> 00:25:09,000

Ha ha ha!

400

00:25:10,000 --> 00:25:11,000

Thirty seconds.

401

00:25:11,000 --> 00:25:12,000

Thirty seconds!

402

00:25:12,000 --> 00:25:17,000

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

403

00:25:18,000 --> 00:25:20,000

There's fifteen seconds.

404

00:25:20,000 --> 00:25:27,000

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

405

00:25:28,000 --> 00:25:31,000

Meaning the result is up in the air.

406

00:25:33,000 --> 00:25:35,000

Ha ha ha!

407

00:25:37,000 --> 00:25:39,000

That is cool.

408

00:25:41,000 --> 00:25:49,000

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

409

00:25:49,000 --> 00:25:55,000

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

410

00:25:55,000 --> 00:25:58,000

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

411

00:25:58,000 --> 00:26:02,000

The best I can tell you is that an apple in the game is about the size of a watermelon in real life.

412

00:26:02,000 --> 00:26:04,000

So it's much easier to hit.

413

00:26:04,000 --> 00:26:09,000

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

414

00:26:09,000 --> 00:26:13,000

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

415

00:26:14,000 --> 00:26:16,000

Third is the slicing itself.

416

00:26:16,000 --> 00:26:21,000

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

417

00:26:21,000 --> 00:26:26,000

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

418

00:26:26,000 --> 00:26:31,000

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

419

00:26:31,000 --> 00:26:33,000

I'm missing them all.

420

00:26:35,000 --> 00:26:37,000

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

421

00:26:38,000 --> 00:26:48,000

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.

422

00:26:48,000 --> 00:26:52,000

But that's given Jamie an idea.

423

00:26:56,000 --> 00:26:58,000

The Game Over

424

00:27:06,000 --> 00:27:09,000

With an annual turnover of \$100 billion,

425

00:27:10,000 --> 00:27:11,000

Game over.

426

00:27:11,000 --> 00:27:12,000

What?

427

00:27:14,000 --> 00:27:21,000

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

428

00:27:21,000 --> 00:27:24,000

But exactly how real are they?

429

00:27:26,000 --> 00:27:28,000

It's time to find out.

430

00:27:28,000 --> 00:27:32,000

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

431

00:27:33,000 --> 00:27:37,000

This time, though, instead of putting down weapons when we find a new one,

432

00:27:38,000 --> 00:27:40,000

we are keeping everything.

433

00:27:42,000 --> 00:27:46,000

The question is, will it take us radically longer? Will we die?

434

00:27:46,000 --> 00:27:48,000

Frankly, we don't know.

435

00:27:48,000 --> 00:27:51,000

What we do know is that there's a lot to lug.

436

00:27:51,000 --> 00:27:57,000

Along with two ammo boxes and three medical kits, there's nine Doom-approved weapons,

437

00:27:57,000 --> 00:28:01,000

which, in combined, have a total payload of 80 pounds.

438

00:28:02,000 --> 00:28:06,000

Will that be more than a match for the Mythbusters?

439

00:28:07,000 --> 00:28:12,000

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

440

00:28:15,000 --> 00:28:16,000

Ugh, that's awful.

441

00:28:16,000 --> 00:28:18,000

Jamie, are you ready?

442

00:28:18,000 --> 00:28:19,000

I'm set.

443

00:28:19,000 --> 00:28:24,000

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

444

00:28:26,000 --> 00:28:32,000

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

445

00:28:33,000 --> 00:28:34,000

Where are you?

446

00:28:34,000 --> 00:28:36,000

But unlike last time...

447

00:28:41,000 --> 00:28:45,000

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

448

00:28:50,000 --> 00:28:52,000

Don't mess with me.

449

00:28:52,000 --> 00:28:56,000

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

450

00:28:56,000 --> 00:29:01,000

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

451

00:29:02,000 --> 00:29:06,000

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

452

00:29:09,000 --> 00:29:12,000

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

453

00:29:13,000 --> 00:29:17,000

First, we've set up a test that requires tactical gameplay,

454

00:29:17,000 --> 00:29:20,000

which means there's not much rushing in the first place.

455

00:29:20,000 --> 00:29:21,000

Next.

456

00:29:21,000 --> 00:29:24,000

And second, there's adrenaline.

457

00:29:24,000 --> 00:29:29,000

Adrenaline, the so-called flight or fight hormone, is released in times of stress,

458

00:29:29,000 --> 00:29:33,000

and it basically preps your muscles so they can work harder and faster for longer.

459

00:29:33,000 --> 00:29:38,000

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

460

00:29:38,000 --> 00:29:40,000

Adam's theory may be sound.

461

00:29:40,000 --> 00:29:41,000

Crap.

462

00:29:42,000 --> 00:29:47,000

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

463

00:29:47,000 --> 00:29:52,000

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

464

00:29:53,000 --> 00:29:55,000

But that doesn't last long.

465

00:29:59,000 --> 00:30:04,000

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

466

00:30:12,000 --> 00:30:13,000

Ugh.

467

00:30:14,000 --> 00:30:15,000

Ugh!

468

00:30:27,000 --> 00:30:29,000

Okay, this is getting me absurd.

469

00:30:32,000 --> 00:30:34,000

He gets in such a tangle...

470

00:30:36,000 --> 00:30:39,000

that the final ammo box gets kicked to completion.

471

00:30:41,000 --> 00:30:44,000

To reveal a duration that's double.

472

00:30:51,000 --> 00:30:53,000

Well, Christmas has come early.

473

00:30:56,000 --> 00:30:57,000

How was that?

474

00:30:58,000 --> 00:30:59,000

That was awful.

475

00:30:59,000 --> 00:31:00,000

Really?

476

00:31:01,000 --> 00:31:03,000

That just took all the fun out of it.

477

00:31:03,000 --> 00:31:04,000

Really?

478

00:31:04,000 --> 00:31:08,000

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

479

00:31:08,000 --> 00:31:15,000

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

480

00:31:15,000 --> 00:31:18,000

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

481

00:31:19,000 --> 00:31:21,000

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

482

00:31:27,000 --> 00:31:29,000

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

483

00:31:29,000 --> 00:31:33,000

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

484

00:31:33,000 --> 00:31:37,000

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

485

00:31:37,000 --> 00:31:39,000

He was just carrying everything like a bag of groceries.

486

00:31:40,000 --> 00:31:41,000

Can't wait. Here we go.

487

00:31:42,000 --> 00:31:43,000

Ow!

488

00:31:48,000 --> 00:31:49,000

Adam, are you set?

489

00:31:50,000 --> 00:31:51,000

I'm ready, sir.

490

00:31:52,000 --> 00:31:56,000

Three, two, one, go!

491

00:31:58,000 --> 00:32:01,000

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

492

00:32:01,000 --> 00:32:05,000

Jamie ignored the backpack and packed his weapons poorly.

493

00:32:08,000 --> 00:32:09,000

Dead.

494

00:32:09,000 --> 00:32:12,000

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

495

00:32:17,000 --> 00:32:18,000

He's dead.

496

00:32:18,000 --> 00:32:22,000

Using the utility backpack and equipment slings properly.

497

00:32:25,000 --> 00:32:26,000

One shot.

498

00:32:27,000 --> 00:32:32,000

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

499

00:32:32,000 --> 00:32:33,000

It's starting to take its toll.

500

00:32:33,000 --> 00:32:34,000

Here we go.

501

00:32:35,000 --> 00:32:37,000

And in the heat of the action,

502

00:32:38,000 --> 00:32:39,000

they'll never ever kill me.

503

00:32:40,000 --> 00:32:43,000

his neatly packed plan begins to come undone.

504

00:32:55,000 --> 00:32:57,000

Oh, crap, another MLK.

505

00:32:58,000 --> 00:32:59,000

This is killing me.

506

00:33:00,000 --> 00:33:03,000

As he slows to a painful to watch crawl.

507

00:33:19,000 --> 00:33:20,000

You made it.

508

00:33:20,000 --> 00:33:21,000

Yeah!

509

00:33:22,000 --> 00:33:23,000

That was a freaking nightmare.

510

00:33:24,000 --> 00:33:25,000

Isn't that awful?

511

00:33:25,000 --> 00:33:29,000

Oh, I was doing okay.

512

00:33:30,000 --> 00:33:32,000

Until about halfway through.

513

00:33:33,000 --> 00:33:34,000

And then...

514

00:33:39,000 --> 00:33:43,000

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

515

00:33:43,000 --> 00:33:46,000

I'm just gonna, just take a nap right here.

516

00:33:49,000 --> 00:33:51,000

Now, based on Jamie's and my performance,

517

00:33:51,000 --> 00:33:53,000

it would seem that the myth is busted.

518

00:33:55,000 --> 00:33:57,000

But while we are in reasonable shape,

519

00:33:57,000 --> 00:34:00,000

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

520

00:34:00,000 --> 00:34:03,000

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

521

00:34:04,000 --> 00:34:07,000

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

522

00:34:07,000 --> 00:34:10,000

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

523

00:34:10,000 --> 00:34:13,000

245 pounds and an expert in many martial arts.

524

00:34:13,000 --> 00:34:18,000

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

525

00:34:18,000 --> 00:34:19,000

when you play Doom.

526

00:34:19,000 --> 00:34:23,000

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

527

00:34:26,000 --> 00:34:29,000

As Adam has comically concluded...

528

00:34:29,000 --> 00:34:31,000

Oh, my gosh, I'm missing everything.

529

00:34:32,000 --> 00:34:36,000

Mastering the three dimensions of real world flying fruit

530

00:34:36,000 --> 00:34:39,000

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

531

00:34:39,000 --> 00:34:43,000

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

532

00:34:44,000 --> 00:34:46,000

meaning the numbers just don't add up.

533

00:34:48,000 --> 00:34:50,000

But Jamie's not done yet.

534

00:34:51,000 --> 00:34:54,000

Samurai's and ninjas and swords and things like that.

535

00:34:54,000 --> 00:34:57,000

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

536

00:34:59,000 --> 00:35:03,000

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

537

00:35:03,000 --> 00:35:07,000

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

538

00:35:07,000 --> 00:35:09,000

it's worth overdoing.

539

00:35:10,000 --> 00:35:13,000

Welcome to Fruit Chainsaw.

540

00:35:18,000 --> 00:35:20,000

Nowadays we use chainsaw.

541

00:35:24,000 --> 00:35:26,000

Oh, yeah!

542

00:35:27,000 --> 00:35:29,000

Teckling fruit with a sword is one thing,

543

00:35:29,000 --> 00:35:31,000

but with a chainsaw...

544

00:35:35,000 --> 00:35:36,000

it's something else.

545

00:35:37,000 --> 00:35:39,000

I mean, all you have to do is touch it

546

00:35:39,000 --> 00:35:42,000

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

547

00:35:42,000 --> 00:35:44,000

you've got instant fruit salad.

548

00:35:45,000 --> 00:35:46,000

Yeah!

549

00:35:47,000 --> 00:35:50,000

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

550

00:35:50,000 --> 00:35:52,000

it's hard to beat.

551

00:35:53,000 --> 00:35:54,000

Yeah!

552

00:35:55,000 --> 00:35:56,000

Beautiful!

553

00:35:59,000 --> 00:36:02,000

Jamie's chainsaw was unbelievably effective.

554

00:36:02,000 --> 00:36:05,000

I was really kind of worried that the fruit would

555

00:36:05,000 --> 00:36:07,000

skip off the edge of the blade, but,

556

00:36:07,000 --> 00:36:10,000

oh man, it was actually so much more awesome

557

00:36:10,000 --> 00:36:12,000

looking on camera than the sword.

558

00:36:13,000 --> 00:36:16,000

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

559

00:36:16,000 --> 00:36:19,000

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

560

00:36:19,000 --> 00:36:21,000

we have ever produced on this show.

561

00:36:21,000 --> 00:36:23,000

How do you want to call it?

562

00:36:23,000 --> 00:36:26,000

I'm gonna say it's much harder to play Fruit Ninja in real life

563

00:36:26,000 --> 00:36:29,000

than it is in the game, but it's also much more fun.

564

00:36:29,000 --> 00:36:30,000

What do you think?

565

00:36:30,000 --> 00:36:33,000

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

566

00:36:33,000 --> 00:36:35,000

They're totally gonna do that now.

567

00:36:35,000 --> 00:36:37,000

Let's get out of here.

568

00:36:37,000 --> 00:36:39,000

I'm gonna go get some fruit.

569

00:36:39,000 --> 00:36:41,000

I'm gonna go get some fruit.

570

00:36:41,000 --> 00:36:43,000

I'm gonna go get some fruit.

571

00:36:43,000 --> 00:36:45,000

Let's get out of here.

572

00:36:49,000 --> 00:36:53,000

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

573

00:36:53,000 --> 00:36:55,000

but coming up,

574

00:36:55,000 --> 00:36:58,000

the denizens of the Doom dungeon

575

00:36:58,000 --> 00:37:00,000

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

576

00:37:00,000 --> 00:37:02,000

face a more accurate avatar.

577

00:37:02,000 --> 00:37:04,000

Oh, right in the face!

578

00:37:04,000 --> 00:37:08,000

cue our real life video game superhero.

579

00:37:09,000 --> 00:37:11,000

Right in the money maker.

580

00:37:13,000 --> 00:37:16,000

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

581

00:37:16,000 --> 00:37:18,000

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

582

00:37:18,000 --> 00:37:19,000

Sure.

583

00:37:19,000 --> 00:37:21,000

When do you think the first computer games were played?

584

00:37:21,000 --> 00:37:24,000

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

585

00:37:24,000 --> 00:37:27,000

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

586

00:37:27,000 --> 00:37:31,000

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

587

00:37:31,000 --> 00:37:33,000

In fact, you're totally correct.

588

00:37:33,000 --> 00:37:35,000

The first computer games came about in the 1950s

589

00:37:35,000 --> 00:37:37,000

just after the advent of the first computers

590

00:37:37,000 --> 00:37:41,000

on machines that could handle about 200 computations per second.

591

00:37:41,000 --> 00:37:44,000

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

592

00:37:44,000 --> 00:37:48,000

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

593

00:37:48,000 --> 00:37:52,000

On machines that manage a mind-boggling 2 trillion

594

00:37:52,000 --> 00:37:55,000

with a T, operations per second.

595

00:37:55,000 --> 00:37:58,000

So basically, you're talking about 20 million times

596

00:37:58,000 --> 00:38:01,000

what the Apollo mission had to get to the moon.

597

00:38:01,000 --> 00:38:03,000

Exactly.

598

00:38:03,000 --> 00:38:06,000

Just to make life hell for some digital fruit.

599

00:38:06,000 --> 00:38:09,000

Yes, isn't that awesome technology, man?

600

00:38:09,000 --> 00:38:12,000

Back to our regularly scheduled programming.

601

00:38:18,000 --> 00:38:24,000

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

602

00:38:24,000 --> 00:38:27,000

But an accurate avatar, they're not.

603

00:38:30,000 --> 00:38:33,000

That's where this guy comes in.

604

00:38:33,000 --> 00:38:36,000

This is the moment of truth.

605

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

Jamie and I have run this Doom level once each,

606

00:38:38,000 --> 00:38:42,000

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

607

00:38:42,000 --> 00:38:45,000

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

608

00:38:51,000 --> 00:38:53,000

Brendan, are you ready?

609

00:38:53,000 --> 00:38:55,000

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

610

00:38:55,000 --> 00:38:59,000

Three, two, one, go!

611

00:39:04,000 --> 00:39:09,000

Like Adam and Jamie, Brendan starts with the one weapon at a time test.

612

00:39:10,000 --> 00:39:12,000

It's due to this.

613

00:39:12,000 --> 00:39:14,000

Which he tears up.

614

00:39:14,000 --> 00:39:15,000

Yeah!

615

00:39:15,000 --> 00:39:17,000

Boom! Find the face.

616

00:39:19,000 --> 00:39:21,000

Got him.

617

00:39:21,000 --> 00:39:23,000

Boom!

618

00:39:32,000 --> 00:39:34,000

Right in the money maker.

619

00:39:34,000 --> 00:39:38,000

Brendan completes the control in a mere four minutes.

620

00:39:38,000 --> 00:39:39,000

Good job.

621

00:39:39,000 --> 00:39:40,000

Thanks, sir.

622

00:39:41,000 --> 00:39:46,000

But how will this ultimate fighter fare when he has to collect and carry?

623

00:39:46,000 --> 00:39:48,000

Brendan, are you ready?

624

00:39:48,000 --> 00:39:50,000

Yes, sir. Let's do this.

625

00:39:50,000 --> 00:39:54,000

That's a level in. Three, two, one, go!

626

00:39:55,000 --> 00:39:57,000

Right from the double doors.

627

00:39:57,000 --> 00:39:59,000

I bet he's going to kick our butt at this.

628

00:39:59,000 --> 00:40:00,000

We'll see.

629

00:40:00,000 --> 00:40:02,000

Useless backpack check.

630

00:40:02,000 --> 00:40:06,000

Brendan tackles the course with the same energy as before.

631

00:40:07,000 --> 00:40:10,000

Knife in the face, sniper!

632

00:40:10,000 --> 00:40:13,000

That's very fast for some counter.

633

00:40:13,000 --> 00:40:17,000

Two guns and 18 pounds has no effect.

634

00:40:17,000 --> 00:40:19,000

No!

635

00:40:21,000 --> 00:40:24,000

33 pounds, the same.

636

00:40:28,000 --> 00:40:30,000

Even the dreaded chainsaw

637

00:40:32,000 --> 00:40:34,000

impedes him not at all.

638

00:40:41,000 --> 00:40:44,000

And while he's groaning like there's no tomorrow...

639

00:40:45,000 --> 00:40:48,000

I'm not sure whether that's the bad guys or Brendan.

640

00:40:48,000 --> 00:40:52,000

It's almost as much for the listen to as being part of the actual level.

641

00:40:54,000 --> 00:40:57,000

He's so fast that before the guys know it...

642

00:40:59,000 --> 00:41:00,000

Yes, sir!

643

00:41:03,000 --> 00:41:04,000

Dude!

644

00:41:04,000 --> 00:41:05,000

Yeah!

645

00:41:05,000 --> 00:41:07,000

That was magnificent!

646

00:41:07,000 --> 00:41:10,000

I didn't... You know what? I forgot to use the backpack.

647

00:41:10,000 --> 00:41:12,000

I was just carrying all this stuff.

648

00:41:13,000 --> 00:41:15,000

He's choking me a tad. I'm like, I'm like, I'm like, I'm like...

649

00:41:15,000 --> 00:41:16,000

I'm so...

650

00:41:16,000 --> 00:41:18,000

It's not even an idea. It's snug.

651

00:41:18,000 --> 00:41:22,000

Oh, my gosh. You beat us carrying everything when we didn't have to carry stuff.

652

00:41:22,000 --> 00:41:26,000

It's amazing why a little bit of adrenaline in a dude when he has zombies chasing him.

653

00:41:27,000 --> 00:41:32,000

It's a stunning result because even loaded down with nine weapons,

654

00:41:32,000 --> 00:41:35,000

three medikits and two ammo boxes,

655

00:41:35,000 --> 00:41:38,000

Brendan's time was not slowed in the slightest.

656

00:41:40,000 --> 00:41:43,000

But that's not all we've learned today.

657

00:41:44,000 --> 00:41:49,000

You know what? These zombies, demons really.

658

00:41:50,000 --> 00:41:52,000

Right in the moneymaker.

659

00:41:52,000 --> 00:41:54,000

They don't like to get hit in the penis.

660

00:41:54,000 --> 00:41:56,000

For whatever reason, I'm just really good at hitting them there.

661

00:41:56,000 --> 00:41:59,000

Got him right in the money shot.

662

00:41:59,000 --> 00:42:03,000

And they're going. I don't think the extras are too happy about it, the volunteers,

663

00:42:03,000 --> 00:42:05,000

but you gotta do what you gotta do.

664

00:42:08,000 --> 00:42:09,000

How do you want to call it?

665

00:42:09,000 --> 00:42:12,000

You know what's funny? Because we got most of the way through this set of tests

666

00:42:12,000 --> 00:42:16,000

with me being convinced this was going to be busted all the way down the line

667

00:42:16,000 --> 00:42:19,000

and then after Brendan's run, gotta say I think it's plausible.

668

00:42:19,000 --> 00:42:22,000

I think you're right. Let's get back to the real world.

669

00:42:22,000 --> 00:42:23,000

Okay.