

[New footage reveals CodaChain has characters, environment](#)

by [Richard Mitchell](#) { Apr 13th 2009 at 1:30PM } Joystiq



The internet wizard over at [superannuation](#) has uncovered some [YouTube footage](#) (embedded after the break) of the upcoming [Blitz Arcade](#) title [CodaChain](#). The footage doesn't show much -- the quality isn't great -- aside from the player controlling a little dude with headphones as he gathers up a steadily growing line of characters behind him. According to the official [description](#) of the title, each character gathered by the player brings a different special ability and adds a new track to the background music. The player uses the characters' special abilities to solve puzzles. Additionally, the game is set to support 2-4 players both offline and online.

Platforms for the game haven't been specified by Blitz Arcade, but given that its recent [Powerup Forever](#) showed up on both PSN and XBLA, it's a fairly safe bet that [CodaChain](#) will as well.