

# Round 100(!!) - Triple Digits

**Audio recording:** <https://zerohour-productions.net/recordings/insertcredits/R100%2018%20Mar%202022.mp3>

**Multimedia:** [https://www.youtube.com/watch?v=Gz\\_d2fc4cig](https://www.youtube.com/watch?v=Gz_d2fc4cig)

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## MrBond

### Music

- [Chris Kohler - Grand Shovel March - Shovel Knight \(OC ReMix\)](#)
- [OceansAndrew - The Witching Hour - Castlevania: Symphony of the Night \(OC ReMix\)](#)
- [B-laze - Twisted Soul - Dragon Ball Z Budokai 2 \(OC ReMix\)](#)

### Topics

- Game industry seemingly uniting around various sanctions against Russia's invasion, ongoing war in Ukraine (and positive actions to support relief efforts for Ukraine)
  - Ubisoft, EA, Take Two, Sony, Activision, Epic halt all new sales; Microsoft blocks all new product purchases / releases (incl Xbox hardware); Nintendo puts eShop in "maintenance mode" (effectively blocking purchases in the region); Niantic outright blocks *Pokemon GO* operation; various esports leagues bar/ban Russian teams -  
<https://arstechnica.com/gaming/2022/03/game-industry-unites-behind-call-to-cut-off-russian-market/>,  
<https://www.pcgamer.com/sony-halts-all-playstation-sales-and-blocks-store-access-in-russia/>,
  - John Romero releases new Doom II map, all proceeds to Ukrainian relief organizations
  - Itch.io Ukraine Bundle - nearly 1,000 items, minimum \$10 (probably done by now? check totals)
- Bethesda (now owned by Microsoft) discontinues proprietary games launcher; wallet contents, DLC purchases, et al, migrating to Steam -  
<https://arstechnica.com/gaming/2022/02/rip-bethesda-launcher-heres-how-its-nearly-full-transfer-to-steam-will-work/>
- Extremely OK Games' physical trophy Game Award from 2018 was never received; a Youtuber found it on eBay, bought it, and sent it to them -  
<https://www.engadget.com/celeste-game-award-ebay-201553834.html>
- Epic acquires Bandcamp (...), terms not disclosed -  
<https://arstechnica.com/gaming/2022/03/epic-games-begins-to-show-its-more-than-games-acquires-bandcamp>

### Personal gaming

- Cogmind (now complete)
- Furious Angels (now complete)
- AFTERBURN (now complete)
- Phalanx (SNES, SBC Mar)
- Soukyuu Gou-rentai (Arcade, SBC, Jan-Mar)

- Sun longplay: Dead Cells
- Risk of Rain 2 - new content expansion is \*chef's kiss\*
- Completed async AP multiworld - 10 games, 62 worlds, 10 players, 9,229 items (~ 4 wks), next upcoming in Apr

# Tormod

## Music

- [Octopath Unraveled](#) by Evan Wardell, jmabate, and Soul in Sadness from *Octopath Traveler* (OC ReMix)
- [The Slums of Traverse](#) by PhrygianFingers and prophetik music from *Kingdom Hearts* (OC ReMix)
- [Tifa's Love](#) by RebeccaETrippa and Tiggs from *Final Fantasy VII* (OC ReMix)

## Topics

- *Tunic* finally released on Xbox One, Series S and X, and PC on Wednesday! It's super good!
- *Elden Ring* also released! People are saying great things about the new Soulslike, and a big update just dropped expanding the game even further, AND a speedrunner has beat the game – damageless – in under three hours!
- *Advance Wars 1+2: ReBoot Camp* delayed due to Russia's invasion of Ukraine
- Humble Bundle has released the [Stand With Ukraine](#) bundle with minimum donation of \$40, with 100% going to Ukraine support

## Personal gaming

- :smiling\_face\_with\_tear:

Ad-hoc design - <https://letsmakeagame.net/game-idea-generator/>

TITLE: *(Forcibly) Taking the Plunge*

SETTING(S): Top-down shooter, unconventional movement, dystopia, descent into madness

PLAYERS: 1; 2 with one axis per player (cooperative and/or competitive)

INPUT METHOD: Single analogue-ish-control for movement direction / facing, standard button firing controls - trackball, single analog stick, gyro

GRAPHIC STYLE: Isometric; true 2D or 2.5D graphics, whichever

AUDIO STYLE: Early 90s PC game sounds, but like pinball

POV: Top-down w/ entire vertical flip at the end

STORY / HOOK: Metaphorical and/or literal descent into madness - plumb the depths, then make it back alive

INVENTORY: Various gun-like weapons; can only carry one weapon - the most recent you picked up, the old one disappears (but retain remaining ammo); "melee" attack is high-enough velocity w/ movement

MECHANICS: Labyrinth-like; tilt the playfield with an analog control to control movement; on reaching the bottom layer, entire world flips and you need to get back "up" -

OBJECTIVE: Get the treasure at the bottom, then get back out