

# Round 107 - Get Organized

**Audio recording:** <https://zerohour-productions.net/recordings/insertcredits/R107%202013%20Jan%202023.mp3>

**Multimedia:** <https://www.youtube.com/watch?v=2Fepx71FwAk>

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## MrBond

### Music

- [DDRKirby\(ISQ\) - Chill Beats to Race To - Diddy Kong Racing \(OC ReMix\)](#)
- [Outset Initiative, Andrew Steffen, DrumUltimA, Joshua Du Chene, Ryan Ike - Gravity Suit - Metroid Prime \(OC ReMix\)](#)
- [The Good Ice - Everyone Wants to Rule the Wisps - Sonic Colors \(OC ReMix\)](#)

### Topics

- Workers are getting organized!
  - QA workers at ZeniMax (now a Microsoft subsidiary) have voted to unionize, joining ZeniMax Workers United - <https://www.polygon.com/23495140/microsoft-zenimax-media-union-vote-qa-workers>
  - QA workers at Activision-Blizzard Albany have voted to unionize, as the Game Workers Alliance - <https://www.polygon.com/23490063/activision-blizzard-albany-qa-union-vote-win>
- Ubisoft cancels three (more) unannounced games; delays others, including *Skull and Bones* (which was present at E3 2017 and slated for release Mar 2023), *Assassin's Creed Mirage*, and *Avatar: Frontiers of Pandora* - <https://www.engadget.com/ubisoft-skull-and-bones-delay-games-canceled-202318759.html>
- Sony announces an accessibility-focused controller (4+ years after Microsoft's Adaptive Controller), *Project Leonardo* - up to 2 radial-major segments, each with 8 customizable buttons and an analog stick, 4 standard 3.5mm ports for other controller connections - <https://arstechnica.com/gaming/2023/01/sony-announces-new-controller-aimed-at-gamers-with-disabilities/>
- Early 2D prototype version of *Duke Nukem Forever* leaked - <https://arstechnica.com/gaming/2022/12/leaker-posts-an-early-canceled-2d-version-of-the-infamous-duke-nukem-forever/>
- Valve and nVidia working together to improve GeForce Now for Steam Deck; as of yet, no mention of native app, still alluding directly to "use a Chromium[-based] browser" - <https://wccftech.com/nvidia-valve-in-talks-to-optimize-geforce-now-for-steam-deck-in-future-release/>

### Personal gaming

- Ghost Song (now complete)
- Curved Space (now complete)
- Gunlocked (now complete)
- TormentorXPunisher (now complete)

- Metal: Hellsinger (now in progress)
- Hyper Duel (SBC Dec)
- BioMetal (SBC Jan)
- Kaikan (PC / Freeware, SBC Oct-Dec)
- SBC 5-year anniversary - Axelay, Espgaluda
- Sun longplay: Curse of the Dead Gods, Dead Cells
- Async AP still in progress...should be done soon

# Tormod

## Music

- [J-Type by Nostalvania from Tetris \(OC ReMix\)](#)
- [The Beginning by RebeccaETripp and Steven Higbee from The Legend of Zelda: Skyward Sword \(OC ReMix\)](#)
- [Sovitus by Eino Keskitalo from Final Fantasy V \(OC ReMix\)](#)

## Topics

- AMD finally acknowledges heat issues on its Radeon 7900XTX cards; temps up to 115C have been reported
- Paizo creates the "Open RPG Creative License" (ORC) in response to Hasbro's plans to annihilate *Dungeons & Dragons* and games that took inspiration from it upon the release of v2.0 of its "Open Gaming License"; many publishers signing onto the new ORC license, of which has no owner, and protects against license changes when IP is bought/sold in the future
- Using the PlayStation 5 in vertical orientation may catastrophically damage the console when the liquid metal thermal compound used on its CPU melts and drips into the rest of the console's innards
- APPARENTLY.. NetHack runs change difficulty based on full moon (luckier) and new moon (much less luckier) days, and also on Friday the 13th, with a much higher likelihood of game-ending mishaps. Sometimes new moon days landed on Friday the 13th, making those dates exceptionally more difficult to pilot successful runs. One such date occurs this year: 2023-10-13

## Personal gaming

- *Slay the Spire*
- *Octopath Traveler*
- *Minecraft Dungeons*
- *Dungeons & Dragons 5th Edition*
-

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

TITLE: *Puyo Puyo Civil War*  
SETTING(S): Match 3, Start Small, Antiquity, Patriotism  
PLAYERS: 1  
INPUT METHOD: Mouse/keyboard  
GRAPHIC STYLE: Top-down, isometric-ish  
AUDIO STYLE: Crunchy GBA samples, like a victrola  
POV: Tactical RPG, *Risk*-like overworld region/map traversal  
STORY / HOOK: Start with a small group of soldiers of differing skills; escape current  
INVENTORY: Corpse loot, spoils of war, captured bases, etc  
MECHANICS: Move units together (in triads - combine same type or complement types) to make them more powerful and overwhelm the enemy during the skirmish; as units work together, their effectiveness grows  
OBJECTIVE: Build and establish a fledgling nation, increase strength from era to era