

Round 109 - Stop Changing Time

Audio recording: <https://zerohour-productions.net/recordings/insertcredits/R109%2017%20Mar%202023.mp3>

Multimedia: <https://www.youtube.com/watch?v=J0tP--M9O8I>

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MrBond

Music

- [bLiNd - Castle Creep - Super Mario World \(OC ReMix\)](#)
- [Chimpazilla - Run Pony Run - Pony Island \(OC ReMix\)](#)
- [Neon X - Dracula's Tears - Castlevania II: Simon's Quest \(OC ReMix\)](#)

Topics

- Wii U / 3DS eShop shutdowns imminent; zero thought given to preservation of titles beyond draconic "you must have a still-working device with this downloaded to it" - <https://arstechnica.com/gaming/2023/03/why-game-archivists-are-dreading-this-months-3ds-wii-u-eshop-shutdown/>
- *Star Citizen*, despite 10-plus years in development *and* the most heavily-crowd-funded game in history *and* not near "launch" is currently having server problems - <https://arstechnica.com/gaming/2023/03/star-citizen-faces-major-server-outage-still-isnt-close-to-launch/>
- Epic Games Store to open self-publishing to anyone able to pay a small fee, aka becoming far less curated - <https://arstechnica.com/gaming/2023/03/epic-opens-up-its-games-store-to-everyone-with-self-publishing-tools/>
- Steam gains ability to transfer (almost) all game files over a local network, allowing re-installs on any device without requiring internet access - <https://www.rockpapershotgun.com/steam-can-now-transfer-games-over-your-local-network>
- Yacht Club Games releases free DLC update to *Shovel Knight Dig*, as *Fate and Fortune*; available **today** for PC / Apple Arcade, console release later - <https://www.yachtclubgames.com/games/shovel-knight-dig-fate-and-fortune>

Personal gaming

- Apotheon (now complete)
- Shovel Knight Dig (in progress)
- Seirei Senshi Spriggan (SBC Mar)
- SBC 5-year anniversary - Axelay, ZeroRanger
- Sun longplay: Dead Cells + new Castlevania DLC
- Risk of Rain 2, Final Fantasy, ALttP - latest async multiworld started: 128 worlds, ~27k items

Tormod

Music

- [A Broken Waltz](#) by Techie Jessie from *Final Fantasy VII Remake* ([OC ReMix](#))
- [Songs of Spirit](#) from *The Legend of Zelda: Skyward Sword* by RebeccaETripp ([OC ReMix](#))
- [Into The Ocean, We Walk Peering Way Past The Snake](#) by thebitterroost from *Okami* ([OC ReMix](#))

Topics

- *Diablo IV*'s early access beta opened today to long server login queues; KFC is giving away free beta access keys with the purchase of their newly-returned Double Down sandwich. The full game releases on 6 June 2023
- The Federal Trade Commission has ordered Epic Games pay a fine of \$245M because it tricked *Fortnite* players into charges
- Microsoft has confirmed a proposal to allow Sony to put *Call of Duty* games on PS Plus for the same length of time as they'll be on Game Pass; has also told the UK that they'll license the franchise to Sony for 10 years, and that it makes "zero sense" for the series to be platform exclusive. Sony complains that Microsoft could release deliberately buggy versions of the games on their platform
- Microsoft also claims that Game Pass prices won't rise as a result of the Activision merger
- The PlayStation 5 is potentially getting a Pro hardware variant by the end of 2024, but for now, the existing hardware has become the best-selling console in Japan for the first time, finally ending the Switch's five-year streak; PS5 sales also surged over 300% in the UK in February
- *Final Fantasy XVI* said not to use either *XV*'s 'Luminous' engine or Unreal, but no further details shared in a recent interview conducted by YouTuber 'Skill Up'

Personal gaming

- *Minecraft Dungeons*
- *Minecraft Bedrock Edition*
- *Tetris Effect: Connected*
- *Shovelware's Brain Game!* (a Roblox experience)
- *Doodle World* (another Roblox experience)

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

TITLE: : *Maze Daze*
SETTING(S): Rhythm, survival horror, no weapons allowed, fairytale, technology gone nuts
PLAYERS: 1 standard play; 2 head-to-head (horror vs player); 2 co-op (simultaneous or relay)
INPUT METHOD: Any multi-input control surface
GRAPHIC STYLE: "Stage select" controls thematic elements, varying combos of fairytale + tech themes
AUDIO STYLE: Varying tempos / moods to reflect advancing difficulty
POV: Endless runner, forward view; or side-scroll (parallax + layers)
STORY / HOOK: -
INVENTORY: Consumable items to reduce immediately approaching difficult segments
MECHANICS: Constantly moving forward; if you turn back on the path, it's different, not familiar or recognizable, but you don't have time to look at it; move between "safe" areas
OBJECTIVE: Escape unseen / nameless horror