Round 116 - Nethack and /Die

Audio recording: https://zerohour-productions.net/recordings/insertcredits/R116%2013%20Oct%202023.mp3
Multimedia: https://www.youtube.com/watch?v=Of8QqjKjhmA

Show index

MrBond

Music

- Shea's Violin - Forest Through the Trees - Final Fantasy Mystic Quest (OC ReMix)
- jnWake, AarekMG, Brandon Harnish, DeLuxDolemite, Ivan Hakštok, JohnStacy - Waka Waka - Okami (OC ReMix)
- Lucas Guimaraes, Brandon Harnish, Cory Johnson, ImAFutureGuitarHero, ThisIsJayC - Tyrano's Stash - Chrono Trigger (OC ReMix)

Topics

- Unity (the company) tries to salvage their licensing terms change for Unity (the product)
    - Claiming to walk back original egregious retroactive term changes, reinstate prior "use under whatever license you subscribed/purchased"
    - "New" terms - lesser amount of either 2.5% of revenue or fee-per-install (self-reported by licensees?); will apply starting w/ 2023 LTS, to be avail in 2024 - https://arstechnica.com/gaming/2023/09/unity-exec-tells-ars-hes-on-a-mission-to-earn-back-developer-trust/
    - No apparent reverse-course from devs; backlash still strong, w/ some F2P devs joining boycott of Unity's/IronSource's ads - https://venturebeat.com/games/game-devs-with-2b-installs-say-they-will-boycott-unity-ads-until-its-price-increase-is-reversed/
    - Oldest/first-ever officially-recognized Unity developer group of 13 years, Boston Unity Group, dissolving - https://arstechnica.com/gaming/2023/09/oldest-unity-game-developer-group-breaks-up-over-lack-of-trust-in-the-company/
    - European Games Developer Federation, an EU trade group, publishes open letter asking EU member governments to scrutinize "bundling" of Unity's ad services to avoid new license fees - https://arstechnica.com/gaming/2023/09/eu-game-devs-ask-regulators-to-look-at-unitys-anti-competitive-bundling/
    - John Riccitielo ousted as CEO, Chairman of Board, etc, "effective immediately", on 09 Oct - https://arstechnica.com/gaming/2023/10/game-devs-say-riccitiello-leaving-unity-is-a-step-in-the-right-direction/
- Microsoft completes $69B acquisition of Activision/Blizzard - https://arstechnica.com/gaming/2023/10/microsoft-finally-owns-candy-crush-as-it-closes-69b-activision-blizzard-deal/

- Ultimately survived US FTC's lawsuit and UK CMA's scrutiny after hand-off of streaming rights for A/B games to Ubisoft
- US FTC still has an administrative case pending, but…what is _that_ going to do now?
- Kotick to remain at A/B helm until close of 2023

Personal gaming
- Sea of Stars (in progress)
- Pistol Daimyo no Bouken (SBC Oct)
- Blue Revolver (SBC Oct-Dec)
- Sun longplay: Darkest Dungeon II, it earned an uninstall
- DOOM II, ALttP, FF1, Risk of Rain 2 - final* large scale async multiworld in progress

Tormod

Music
- [A Battle Across Time](#) by jnWake, Gamer of the Winds, Ivan Hakštok, and Lucas Guimaraes from *Chrono Trigger* ([OC ReMix](#))
- [Orwellian](#) by BKM and Manuel Hirner from *Half-Life 2* ([OC ReMix](#))
- [Jumped in the Serpent Trench](#) by zachaction from *Final Fantasy VI* ([OC ReMix](#))

Topics
- Atari soliciting indie devs for their pitches on the next *Bubsy* game
- Atari creating a modern remake of the 2600 console, the "2600+", and has announced that *Save Mary* will appear on it - a game that was scrapped in 1983 during the crash of the video game industry
- Mario + Rabbids creative director Davide Soliani has expressed interest in creating a new *Rayman* game?
- Devs unionize after CD Projekt Red undergoes its third round of layoffs in as many months; company allegedly spent $125M polishing *Cyberpunk 2077* post launch, helping push its sales past 25M copies
- TellTale Games also laying off staff…
- Sony announces PS5 slim with removable optical drive, launching in November
- Nintendo 3DS and Wii U online services really and truly shutting down this coming April
- Nethack is *especially* difficult today, as it's both Friday the 13th (fuck yeah) and a new moon!

Personal gaming
- Treinen Farms *"To All the Good Dogs"* corn maze (perfect score!)

Ad-hoc design -

TITLE:	*Brethren of the Coast*
SETTING(S):	Stealth, You are Your Enemy, Pirate, Patriotism
PLAYERS:	1
INPUT METHOD:	-
GRAPHIC STYLE:	-
AUDIO STYLE:	Ambient pirate-y, shanty-ish
POV:	Adventure-game-esque, approach points-of-interest in a pseudo-open-area(sea) exploration
STORY / HOOK:	Take on piracy - either as a Crown infiltrator, a pirate seeking to exit the business, or as a disinterested third party wanting to plunder the plunderers.
INVENTORY:	Piratey-related inventory - cutlasses, rope, booty, looking glass, sextant, compass, disguise (hat, eyepatch, parrot, pegleg, breeches, shirts), lemons, limes, rum
MECHANICS:	Initial dice rolls for allegiance, goal, and starting equipment. Then, work toward the goal.
OBJECTIVE:	Work toward the rolled goal - gather materials, loot, inventory, notoriety - and proceed.