

Round 121 - To Our Mod Donut

Audio recording:

<https://zerohour-productions.net/recordings/insertcredits/R121%2017%20May%202024.mp3>

Multimedia: <https://www.youtube.com/watch?v=vICWESNkOM>

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MrBond

Music

- [Gaspode - Vigorous Pace - VVVVVV \(OC ReMix\)](#)
- [jnWake, minusworld - High Clive - Gunman Clive 2 \(OC ReMix\)](#)
- [Mental - Prismatic - Donkey Kong Country 2: Diddy's Kong Quest \(OC ReMix\)](#)

Topics

- Super Mario Maker (the original, Wii U) community attempts to finish *all* player-made courses
 - Technically possible since Nintendo shut down new course submissions Mar 2021 - <https://arstechnica.com/gaming/2024/03/the-super-mario-maker-community-faces-its-final-boss/>
 - Down to last level, "Trimming the Herbs", thought to be impossible...because it practically was; creator admits to using as-yet not fully understood Wii U TAS techniques to put together a long series of frame-perfect bob-omb throws (and catches) required to complete the level - <https://arstechnica.com/gaming/2024/03/super-mario-makers-final-boss-was-a-fraud-all-along/>
 - Effectively, all completable levels were completed in time; and SMM servers were shut down permanently on April 8
- Suyu, the funny-named follow-up to Yuzu (the popular Switch emulator DMCA'd / sued out of existence by Nintendo)...
 - ...has also been DMCA'd off GitHub, but remains on its own public self-hosted Gitlab - <https://arstechnica.com/gaming/2024/03/switch-emulator-suyu-hit-by-gitlab-dmca-project-lives-on-through-self-hosting>, <https://www.gamingonlinux.com/2024/03/gitlab-takes-down-nintendo-switch-emulator-suyu-due-to-the-dmca/>
 - 8k+ other Github repositories forked from Yuzu / Suyu code have been DMCA'd since
- Larian Studios, developers of highly-acclaimed *Baldur's Gate 3*, officially state no new content incoming; game is effectively complete - <https://arstechnica.com/gaming/2024/03/weve-done-our-job-baldurs-gate-3-devs-call-off-dlc-and-step-a-way-from-dd/>
- Embracer Group (fuck them), after previously acquiring Gearbox - makers of Borderlands series - in early 2021, sells the studio to Take Two Interactive for \$460M - <https://arstechnica.com/gaming/2024/03/embracer-group-lets-go-of-borderlands-maker-for-460m-after-three-years/>
- Latest *Crypt of the NecroDancer* (first released in April 2015!) content release features crossover with Hatsune Miku -

<https://www.engadget.com/hatsune-miku-in-crypt-of-the-necrodancer-feels-like-the-perfect-crossover-203138973.html>

- Released 12 Apr on PC and PS4 for \$2, released on Switch the next day, 13 Apr
- New songs, 8-way movement, unique abilities, etc
- Sony releases Helldivers 2 on PC (through Steam); it becomes a smash hit...then Sony really fucks up
 - Initially released with a stated requirement on the Steam store page: "3rd party account required" (PSN account), but that requirement is not enforced on release
 - Late April: Sony announces that linking a PSN account will be hard-required to play the game come beginning of May, for "security" and "anti-cheat" purposes; even in regions where PSN is **not** available, despite being available for purchase in those regions (140+ countries)
 - Backlash is righteous, swift, and universal; Steam review-bombs tear it down from overall "Overwhelmingly Positive", to "Mixed", to "Somewhat Negative" in a matter of days
 - Developer Arrowhead Game Studios takes *some* responsibility, says PSN account requirement was known 6 months prior to initial release, but was still released with only the (very easy to miss) Steam store page messaging at Sony's decision
 - Sony reverses course very soon after; claims PSN account requirement will not be implemented in next update, but does not confirm it is gone for good

Personal gaming

- Picayune Dreams (now complete)
- Minishoot' Adventures (now complete)
- Outer Wilds (now in progress)
- 19XX (SBC Apr)
- R-Type Leo (SBC May)
- Radiant Silvergun (SBC Apr-Jun)
- Sun longplay: Assault Android Cactus speedruns; Noita
- Helldivers
- Sopwith
- Doom 2 (randomizers)
- Glyphica demo

Tormod

Music

- [Ancient Dragons](#) by Gaspode from *The Legend of Zelda: Tears of the Kingdom* ([OC ReMix](#))
- [Valse di Scholastica](#) by Warp Whistles Music and endlessrepeat from *Octopath Traveler* and *Final Fantasy XV* ([OC ReMix](#))
- [The Parallax Effect](#) by Emunator, Hemophiliac, and Pixels and Paradiddles from *Final Fantasy VI* ([OC ReMix](#))

Topics

- Microsoft allegedly adding the next *Call of Duty* title to Game Pass; adjusting tiers and pricing to make it happen
- Activision wants to have a new AAA narrative-based franchise; opens new studio “Elsewhere Entertainment” to make it happen
- Meanwhile, Square Enix confirms US + EU layoffs as part of restructuring
- ...and Microsoft closes *Redfall* developer Arkane Austin, *HiFi Rush* developer Tango Gameworks, and more, because they don't have the resources to maintain them all
- Valve's Proton 9.0 update makes *The Finals*, *Command & Conquer: Red Alert 2*, *Tiberian Sun*, *Sonic Colors: Ultimate*, and several more playable for the first time, including several older titles that struggled on PCs with high core counts, such as *Far Cry 2* and *4*, *Prototype*, and more

Personal gaming

- *Minecraft Dungeons*

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

TITLE: *Godz with Gunz: Gunz4Hire: Every God 4 Their Gun: Godz B4 Country: 4 Warning*

SETTING(S): Twin Stick Shooter, You are Your Enemy, Military, Battle of Wits

PLAYERS: 1+

INPUT METHOD: Anything that allows independent movement and look/aim

GRAPHIC STYLE: Cel-shaded

AUDIO STYLE: -

POV: 3rd person / over-the-shoulder

STORY / HOOK: Fourth installment of the *Godz with Gunz* megaseriez; Greek vs Roman godz, battle for supremacy

INVENTORY: Various ammo types; limited amount, pickups around the "map"

MECHANICS: Team-based capture the flag-ish team game; shooting participants (friends or enemies) conveys buffs or debuffs; each team is static set of godz "classes"; utilize buffs/debuffs effectively to control the map and assist teammates

OBJECTIVE: Overtake enemy territory by transferring control objects to/from various areas