

Round 122 - Dog Dimension

Audio recording: <https://zerohour-productions.net/recordings/insertcredits/R122%2014%20Jun%202024.mp3>

Multimedia: <https://www.youtube.com/watch?v=ZRtq8gQBkmU>

Show index

- News: 00:09:06
- Music segment 1: 00:34:34
- Gaming: 00:44:22
- Music segment 2: 01:19:42
- Design: 01:29:35

MrBond

Music

- [Crashlander - Focused - Super Hexagon \(OC ReMix\)](#)
- [Mattmatatt - Upping the Ante - Balatro \(OC ReMix\)](#)
- [CJthemusicdude - Twin Fire - Streets of Rage \(OC ReMix\)](#)

Topics

- *Thrasher*, by artist and composer behind *THUMPER*, to release some time in 2024 - <https://www.ign.com/articles/thumper-artist-and-designer-reveals-thrasher-as-latest-audiovisual-experience>
- Next release in *Minecraft* universe is...a Netflix show? - <https://variety.com/2024/tv/news/minecraft-animated-series-netflix-1236019300>
- *Perfect Dark* reboot on the radar again; last serious mention in 2022, known as far back as 2018... - <https://www.ign.com/articles/xbox-finally-shows-off-its-perfect-dark-reboot-xbox-games-showcase-2024>
- *UFO 50* to see a release in Sep 2024 - original plan was 2019(!); a collection of 50 games (plus itself) spearheaded by *Spelunky* creator Mossmouth - <https://www.rockpapershotgun.com/spelunky-creators-mega-collection-of-fictional-retro-games-ufo-50-will-finally-be-out-this-september>
- Super Mario 64 mod brings player-created levels to the classic, in level-building form similar to Super Mario Maker - <https://www.engadget.com/a-super-mario-64-mod-may-be-as-close-as-we-ever-get-to-mario-maker-3d-204024562.html>

Personal gaming

- Outer Wilds (now complete)
- Animal Well (now complete)
- Core Devourer (now in progress)
- Sopwith (SBC Jun)
- Radiant Silvergun (SBC Apr-Jun)
- Sun longplay: Noita
- Dungeons of Dredmor

Tormod

Music

- [Time is of the Essence](#) by Kelly Andrew from *The Legend of Zelda: Breath of the Wild* ([OC ReMix](#))
- [Withered and Forgotten](#) by Sebastien Skaf from *The Legend of Zelda: Majora's Mask* ([OC ReMix](#))
- [Hide & Seek](#) by Gaspode from *Luigi's Mansion* ([OC ReMix](#))

Topics

- Minecraft 1.21, the "Tricky Trials Update", released yesterday on 13 June, with the addition of Trial Chambers, Ominous Trials, and a "smashing" new weapon – the mace
- *Final Fantasy IX Remake* accidentally leaked via the Epic Games Store
- Bethesda's *Starfield* being review bombed once again, this time for exorbitant DLC prices, including \$7 for a single mission
- *Octopath Traveler II* free on Game Pass right now???
- *Neva* - a game from the creators of *Gris* - releasing this year
- Steam data for *Baldur's Gate 3* reveals the average playtime is over 100 hours
- AMD's 9000-series Ryzen chips won't see much gaming performance uplift

Personal gaming

- *Bluey: The Video Game*
- *Minecraft*

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

TITLE: *Why are We Fighting? I Don't Know*

SETTING(S): Procgen, Everything is Connected, Fairytale, War

PLAYERS: 2+

INPUT METHOD: -

GRAPHIC STYLE: Dreamlike, hazy, disorienting, Lisa Frank-esque iridescence

AUDIO STYLE: -

POV: 3rd person / over-the-shoulder

STORY / HOOK: Take over the fey wilds, somehow...without knowing exactly the lay (fey) of the land, or why the fey (including us) are fighting.

INVENTORY: Equipment - weapons, armor, magic spells, familiars

MECHANICS: Region is procgen; scout the various paths and portals to establish consistent routes and connections. Various area or biome effects occur when entering a new area; effects can be short- or long-lived, while the campaign is running. Discrete regions become "known" when encountered for the first time. Recruit other fey as deployable soldiers with randomized stats and abilities.

OBJECTIVE: Attempt to map out the region (as best you can) by recognizing patterns and triggers; allocate fey allies to attack / defend regions to increase your fey influence over the fey wilds. ...fey.