Round 123 - It Just Don't Stop

Audio recording: https://zerohour-productions.net/recordings/insertcredits/R123%2013%20Jul%202024.mp3
Multimedia: https://www.youtube.com/watch?v=V9BJwWNw9bM

Show index

MrBond

Music
- Bluelighter - Standard of Light - Final Fantasy V (OC ReMix)
- Emunator, Hotline Sehwani - Goldscourge - Elden Ring (OC ReMix)
- VARIA, Mel Decision, Moebius, Pixels and Paradiddles - Going Deeper - Castlevania: Aria of Sorrow (OC ReMix)

Topics
- *Riven* remaster released late Jun, from the *Myst* series original developers; unlike recent-ish 2020 remake of *Myst*, player given free movement rather than static perspectives - https://arstechnica.com/gaming/2024/06/the-new-riven-remake-is-even-better-than-myst/
- 50 years later, bug found in 1974 game Lunar Lander's physics code, by a retired engineer - Martin C Martin - while he was trying to find the optimal landing - https://arstechnica.com/gaming/2024/06/retired-engineer-discovers-55-year-old-bug-in-lunar-lander-computer-game-code/
- Nintendo stops repair program for WiiU consoles, cites parts supply depletion - https://www.engadget.com/nintendo-ends-wii-u-repairs-190023430.html

Personal gaming
- Core Devourer (now complete)
- Wizard of Legend (now in progress)
- Spriggan mark 2 Re-Terraform (SBC Jul)
- Ginga Force (SBC Jun-Aug)
- Universe (SBC Jul-Sep)
- Sun longplay: The Talos Principle II DLC

Tormod

Music

- *FATE has no forgiveness for those who dare stand against it...* by Lucas Guimaraes, ImAFutureGuitarHero, Ivan Hakštok, jnWake, and Mattmatatt from *Chrono Cross* (OC ReMix)
- *You're in the Wilderness Now* by Emunator and Flexstyle from *RuneScape* (OC ReMix)
- *Mission Final* by ZackParrish, Emunator, JSABlixer, Lucas Guimaraes, lunarice, Ridley Snipes, Ronald Poe, and Xaleph from *Metroid Prime* (OC ReMix)

Topics

- Summer Games Done Quick 2024 nets $2,573,570.39 for MSF/Doctors Without Borders
- Awesome Games Done Quick 2025 moves to Pittsburgh, PA, running 5-12 January
- Microsoft announces tier and pricing changes for Game Pass:
    - Game Pass Core (formerly Xbox Live Gold) for $10/month or $75/year permits online multiplayer and offers 25 games
    - Game Pass Standard for $15/month has all but day-one game launches of exclusives
    - Game Pass Ultimate for $20/month offers all games, plus cloud gaming
    - PC Game Pass for $12/month offers all games, without cloud gaming
- Bimmy and Jimmy return in *Double Dragon Revive*, releasing on PS4/PS5 in 2025; looks more like a 1v1 match fighter?
- *The Legend of Zelda: Echoes of Wisdom*, starring Zelda herself, releases on 26 September 2024
- GameCube games get support for achievements via the Dolphin emulator and RetroAchievements

Personal gaming

- *Minecraft Dungeons*

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

TITLE:	*Zero Hour*
SETTING(S):	Life Sim, Running out of Power, Space Opera, Temptation (roll 2)
PLAYERS:	1+; parallel/adjacent multiplayer possible
INPUT METHOD:	-
GRAPHIC STYLE:	Gritty, chunky, a bit sharper-edged
AUDIO STYLE:	Ambient and dynamic, adapted to current environment scenario
POV:	First-person; direct view of the "space" of the world
STORY / HOOK:	Fight the inevitable - survive, but survive *well*, even in the face of utter, obvious futility.
INVENTORY:	Varies based on playstyle; physical items (naturally), or more abstract concepts (knowledge), or relationships built; passive effects granted by equipment, possessed emblems, backing from others
MECHANICS:	Zero-sum (or worse) quantity of resources available; buy, cheat, steal, make the Hard Decisions™; steer the quality of your decisions (and massage the chance of success) based on the attributes you choose to exercise; in "multiplayer", decisions and actions have indirect effects on the world or other elements that players
OBJECTIVE:	Survive. No, really.