

Round 124 - Your Next Favorite Thing

Audio recording: <https://zerohour-productions.net/recordings/insertcredits/R124%2016%20Aug%202024.mp3>

Multimedia: <https://www.youtube.com/watch?v=vL4jEs4KHgA>

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MrBond

Music

- [jnWake, Kev Ragone, Mattmatatt - Battle Against a Sponge - Mega Man X2 \(OC ReMix\)](#)
- [TheManPF, Na Daoine Laghairt, Zach Chapman - On the Shoulders of Giants - Shadow of the Colossus \(OC ReMix\)](#)
- [Emunator, Hotline Sehvani - You Can Always Come Back Here - Undertale \(OC ReMix\)](#)

Topics

- ROMHacking.net goes read-only, gets archived, following internal dispute about how to keep it running; caps off more than 20 years of hacks, fan translations, fixes, improvements, etc - <https://arstechnica.com/gaming/2024/08/rom-hackings-premier-site-is-going-read-only-after-internal-struggle/>
- Following successful strike in 2023, SAG-AFTRA calls for a strike in Jul 2024, seeking to gain voice actor protections from voice-replicating "AI", motion capture actor protections from training automated systems, control over own voice-likenesses; quickly results in gains in all areas in early Aug 2024
 - <https://arstechnica.com/gaming/2024/07/union-game-performers-strike-over-ai-voice-and-motion-capture-training/>
 - <https://www.theverge.com/2024/8/5/24213808/video-game-voice-actor-strike-sag-aftra>
 - <https://www.engadget.com/ai/sag-aftra-deal-will-let-advertisers-replicate-actors-voices-with-ai-130019844.html>
- 444 consoles simultaneously connected to a single TV display, thanks to combination of RCA and HDMI switchers, adapters, etc
 - <https://www.engadget.com/gaming/meet-the-man-who-set-a-world-record-by-hooking-up-444-consoles-to-one-tv-171848639.html>
 - <https://arstechnica.com/gaming/2024/08/how-to-hook-a-record-setting-444-game-consoles-to-a-single-tv>
- Not-officially-announced Valve-made MOBA game, *Deadlock*, racks up 22k concurrent players - <https://www.engadget.com/gaming/valves-new-game-racks-up-16k-concurrent-players-without-officially-existing-184342450.html>

Personal gaming

- Wizard of Legend (now complete)
- Star Renegades (in progress)
- Ginga Fukei Densetsu Sapphire (SBC Aug)
- Universe (SBC Jul-Sep)
- Sun longplay: The Talos Principle II DLC

Tormod

Music

- [Legendary Depths](#) by RebeccaETripp, Gamer of the Winds, Medllix, and Steven Higbee from *The Legend of Zelda: Ocarina of Time* ([OC ReMix](#))
- [Cristal Galáctico](#) by tibonev from *Bravelly Second: End Layer* ([OC ReMix](#))
- [Howling and Hollow](#) by Earth Kid and Erika Richards from *Final Fantasy VII Remake* ([OC ReMix](#))

Topics

- Krafton, the publisher of *PUBG: Battlegrounds*, has acquired Tango Gameworks and its *Hi-Fi Rush* IP
- *Doom + Doom 2*, a collection re-release of the 'definitive' editions of both, available now on current gen consoles, and it's on Game Pass!
- Turkey has blocked *Roblox*, citing concerns with abuse of children
- GameStop pulls the plug on its 33-year-long print and digital periodical, *Game Informer*
- Capcom aims to increase ratio of female managers to 15%; women currently make up ~21% of the employee base
- The *Halo* TV show has been canceled after two (very... very rough) seasons
- Microsoft removing the 32GB maximum partition size for FAT32 in Windows 11 - will instead max out at 2TB

Personal gaming

- *I coded a lot, I guess, lol*

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

TITLE: *Typing into the Aether*

SETTING(S): Text-based, Nothing is Permanent, High Fantasy, Conspiracy

PLAYERS: 1

INPUT METHOD: Typing, text parsing

GRAPHIC STYLE: Text descriptions, use your imagination (...and some ASCII art - 16-color EGA, maybe?)

AUDIO STYLE: FM synth

POV: Text (third person)

STORY / HOOK: You become Aware™ of some other-planed entity messing with you, but you don't want said entity to know

INVENTORY: Materials to send cross-plane communications

MECHANICS: Pass text-only information between timelines; limited number and length of communication; each communication may have effects on the other "timelines", possibly controlled by the method/quantity/"strength" of the message

OBJECTIVE: Inform your self (and your other self, and your other-other self - etc) to avert an unknown world/plane/universe-ending crisis