

Round 126 - Ain't That Just the Way

Audio recording: <https://zerohour-productions.net/recordings/insertcredits/R126%2018%20Oct%202024.mp3>

Multimedia: https://www.youtube.com/watch?v=xPymPzX_8k

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MrBond

Music

- [Treyt - Pocket Arcade - Pokemon Pinball \(OC ReMix\)](#)
- [prophetik musik - Ruins of the Future - Flowstone Saga \(OC ReMix\)](#)
- [gravitygauntlet - Hydraulic Beat - Streets of Rage \(OC ReMix\)](#)

Topics

- Devolver Digital opens another publishing arm, specifically for indie-developed games based on licensed IPs - <https://www.engadget.com/gaming/devolver-has-a-new-publishing-label-for-licensed-indie-games-183352439.html>
- Ryujinx (another Switch emulator) shuttered after "contact by Nintendo" - <https://arstechnica.com/gaming/2024/10/switch-emulator-ryujinx-shuts-down-development-after-contact-by-nintendo/>
- More Nintendo console repairs being discontinued for lack of parts; now, NES and SNES Classic - <https://www.theverge.com/2024/9/24/24253332/nintendo-japan-super-famicom-mini-family-computer-classic-edition-console-repair>
- Teen streamer rolls over NES *Tetris* level counter (w/ modded ROM to avoid other crashes) - <https://arstechnica.com/gaming/2024/10/nes-tetris-first-ever-rebirth-loops-past-level-255-and-back-to-zero>
- Steam puts "this is a license, you do not own this game" front and center before every purchase; was already part of the ToS / EULA - <https://arstechnica.com/gaming/2024/10/steam-now-reminds-you-that-it-really-sells-a-license-for-a-digital-product>
- Official Nintendo Museum apparently using SNES emulator on PC; spotted while presenting Super Mario World - <https://www.pcgamer.com/hardware/the-official-nintendo-museum-appears-to-be-emulating-snes-games-on-a-windows-pc-which-is-slightly-embarrassing/>

Personal gaming

- Cobalt Core (in progress)
- Dogyuun (SBC Oct)
- Devil Blade Reboot (SBC Sep-Nov)
- DoDonPachi DaiOuJou Black Label (SBC Oct-Dec)
- Sun longplay: Dead Cells
- Balatro
- Whisker Squadron: Survivor

Tormod

Music

- [Guided to the Infinite](#) by Michael Hudak from *The Legend of Zelda: Breath of the Wild* ([OC ReMix](#))
- [Chozodynamic](#) by The Vodoú Queen, CNDR, Gamer of the Winds, TSori, and ZackParrish from *Metroid Prime* and *Super Metroid* ([OC ReMix](#))
- [With a Little Help from My Friends](#) by TheManPF, NiKo Vargas, ShinobiSyntax, and Zach Chapman from *Super Smash Bros. Brawl* ([OC ReMix](#))

Topics

- On the note of Nintendo going after more Switch emulator developers: the recent huge Game Freak leak seems to have revealed that the format for 'Switch 2' games matches that of the original Switch console, implying that the only difference is the encryption key used to sign the images... and that backwards compatibility is all but assured
- Apple's M4 platform suffered a HUGE leak, with hardware being listed for sale via Russian auction sites before Apple even announced an official launch announcement date
- Halo Studios moving away from the venerable Slipspace game engine to Unreal Engine 5
- SAG-AFTRA to resume negotiations with video game companies on 23 October
- *Avatar: The Last Airbender* getting a AAA RPG with Saber Interactive and Paramount Game Studios
- *Alien: Isolation 2* confirmed by developer Creative Assembly, as being in early development!
- Google vs. Epic judge rules that Google must open Android to third-party stores

Personal gaming

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

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

TITLE: *Godz with Gunz: Lady Gunevere Teaches: Primer: Bullet Time*

SETTING(S): God game, Educational, Tragedy, High fantasy, Randomly generated

PLAYERS: 1

INPUT METHOD: -

GRAPHIC STYLE: Very explicit and gratuitous

AUDIO STYLE: Lots of Foley; like, almost too much - the excessively correct amount of Foley

POV: First person

STORY / HOOK: New Godz onboarding; don't fail

INVENTORY: Divine (possibly magic) weapons

MECHANICS: Discover new and exciting ways to deconstruct a God; divine intervention from Lady Gunevere (the narrator) to avoid failstates and learn how to deconstruct other Godz

OBJECTIVE: Deconstruct Godz in an explicit and thorough manner to earn and protect your status as a God(z)