

Round 128 - Volcano Bakemeat

Audio recording: <https://zerohour-productions.net/recordings/insertcredits/R128%2013%20Dec%202024.mp3>

Multimedia: <https://www.youtube.com/watch?v=0wRthymbcbU>

Show index

- News: 00:11:16
- Music segment 1: 00:38:48
- Gaming: 00:54:10
- Music segment 2: 01:05:13
- Design: 01:16:32

MrBond

Music

- [Lashmush - Gimme Back My Cat - Lyle in Cube Sector \(OC ReMix\)](#)
- [CJthemusicdude - Infinite Starship Sausage Journey - Skitchin' \(OC ReMix\)](#)
- [Minusworld, Biggoron, Development of Avoid - Anachronistic Axes - Dynasty Warriors 3 \(OC ReMix\)](#)

Topics

- Remember Good Old Games' Game Preservation Program? *WarCraft III* already being removed (today!) due to a request from Blizzard:
<https://arstechnica.com/gaming/2024/12/blizzards-pulling-of-warcraft-iii-tests-gogs-new-preservation-program/>
- *The Talos Principle Reawakened* remaster - full engine replacement (now Unreal Engine 5) of original game including *Road to Gehenna* DLC, and a new chapter coming in early 2025:
<https://arstechnica.com/gaming/2024/12/the-talos-principle-reawakened-adds-new-engine-looks-and-content-to-a-classic/>
- *Balatro* gets a (rather weak) physical card deck, pre-order through FanGamer - standard red design, only 4 jokers, no planet cards, no tarot cards, no spectral cards, no seals, etc:
<https://www.engadget.com/gaming/a-physical-deck-of-balatro-cards-can-soon-be-yours-for-16-180958044.html>, <https://www.fangamer.com/collections/balatro/products/balatro-playing-cards>
- Steam now requires games with "season passes" to specify more details on the content contained and timelines:
<https://www.engadget.com/gaming/pc/steam-will-force-developers-to-be-transparent-about-their-season-pass-plans-212313027.html>
- NES *Tetris* added to Switch Online yesterday (12 Dec):
<https://www.engadget.com/gaming/nintendo/nes-tetris-is-coming-to-the-nintendo-switch-online-library-this-month-194523784.html>

Personal gaming

- KILL KNIGHT (now complete)
- Lorelei and the Laser Eyes (in progress)
- Zanic X Zanic (SBC Dec)
- DoDonPachi DaiOuJou Black Label (SBC Oct-Dec)
- Sun longplay: Dead Cells

Tormod

Music

- [A Translator's Tale](#) by Xaleph, Chromatic Apparatus, pointblanket, SableProvidence, Siolf for the Jackal, and TSori from *Dragon Warrior* ([OC ReMix](#))
- [Lost Orphan](#) by AzureKevin from *Chrono Cross* ([OC ReMix](#))
- [Sumo Swagger](#) by minusworld, AarekMG, and DakotaCityRag from *Aah! Harimanada* ([OC ReMix](#))

Topics

- Aaron Cherof's *Cobalt Core* vinyl press Bandcamp campaign ended at 201% funded!
- The Game Awards 2024:
 - Capcom: *Okami* sequel
 - Gearbox: *Borderlands 4*
 - Megacrit: *Slay the Spire 2* gameplay trailer; early access in 2025
 - 1047 Games: New *Splitgate 2* shown
 - Saber Interactive + Universal: *Turok: Origins*
 - Sega/Ryu Ga Gotoku Studio: New *Virtua Fighter* game
 - CD Projekt Red: *The Witcher 4*, *Elden Ring: Nightreign*
 - Bandai Namco: *Shadow Labyrinth*
 - *Astro Bot* wins Game of the Year
- Capcom to hold a 'game development competition' for students 18 years or older in Japan for the first time, utilizing the company's 'RE ENGINE' game engine, with applications open between 9 December and 17 January
- Ubisoft does something... consumer-friendly?... and extends its loyalty program to allow discounts on pre-orders and new games
- Gearbox flew a terminally-ill fan to its headquarters to play an in-development build of *Borderlands 4*
- Larian's *Baldur's Gate 3* Patch 8, due in 2025, to add 25 new subclasses and much more new content

Personal gaming

- None

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

TITLE: *Godz with Gunz 6: Gatling Sabers: Rapid Fire: On Ice*

SETTING(S): Strategy, Choose a path, High fantasy, Conspiracy (roll 1)

PLAYERS: 4+

INPUT METHOD: Small gamepad (aka SNES)

GRAPHIC STYLE: Standard tactical strategy; start as standard grid

AUDIO STYLE: -

POV: Isometric

STORY / HOOK: Bored with god-dom, the Godz turn to LARP-ing, to pass the time and win

INVENTORY: Ability to change the environment / tileset, ability to change the win condition(s), ability to change hostility/neutrality, ability to change terrain attributes, ability to change entire locale (menu screen, inventory listing...)

MECHANICS: Recruit Godz into your LARP roster; each recruited Godz have different powers to change the rules during the round/encounter

OBJECTIVE: Godz just want to pass the time, but want to "win"...whatever winning means