

Round 16 - Highlanderish

Audio recording:

<https://zerohour-productions.net/recordings/insertcredits/R16%2026%20Sep%202014%20radio.mp3>

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Adam

Music

- [Sauraeen - Melodies of Mabe Village - Legend of Zelda Links Awakening \(OCReMix\)](#)
- [Brandon Strader - My Choice - Mega Man X4 \(OCReMix\)](#)

AtW

Major topic - Microsoft buys Mojang/Minecraft

- Notch stepping down immediately (along with Carl and Jakob)
- \$2.5B
- No significant changes (that we know of, yet) on Mojang games (Minecraft, Scrolls, partnered i.e. Cobalt)
- No stated ownership of anything else Mojang-related (Scrolls)
- <http://notch.net/2014/09/im-leaving-mojang/>
- What has Microsoft really bought? A game? A company? A culture? A 'platform' (ugh)?

Briefs

- New Oculus prototype - 'Crescent Bay' (<http://arstechnica.com/gaming/2014/09/oculus-announces-crescent-bay-its-new-virtual-reality-headset-prototype/>)
- Neal Stephenson cancels high-profile Kickstarted 'Clang' one day before announcement of new KS TOS (<http://arstechnica.com/business/2014/09/kickstarter-tries-to-help-creators-who-dont-deliver-with-new-terms/>)
- Blizzard cancels 'unofficial' *Titan* MMO; in development for 7 years as successor to *WoW*
- Valve rolls out curators for Steam
- *Neverending Nightmares* releases today - \$13.50 (10% off until 03 Oct)

Personal Gaming

- Risk of Rain (PC; Quest for Semi-Glory)
- Smash Bros 3DS (3DS, demo)

Ad-hoc Design

- Local multiplayer co-op(ish) endless runner
 - Alt: competitive survival
- Excitebike (classic)-style rendering; 30-degree tilt (or whatever)
- Discrete lanes; players can change lanes at any time
- Run ends when all players fail
- 'Track' hazards / powerups
 - Holes
 - Boost strips
 - Brake strips
 - Barricades / slide-unders
 - Lane drop-offs / merges / expansions / dead-ends
- Player control
 - Limited boost/brake
 - Middle 33% of screen considered "safe" zone; boost/brake unlimited within this area
 - Players can collide with each other - boost each other from behind
 - Boost/brake uses same meter, regenerates slowly over time
 - Can switch lanes at any time; slight delay before takes effect, slight delay before you can do it again

Shane

Music

- Ailsean, ramblinmike - Zelda Sunshine - Legend of Zelda (sorry, no link)
- trickwaters - Prelude for Two Pianos - Final Fantasy (sorry, no link)

Topics

Major topic - The iPhone Release

- Apple fucks up everything imaginable with its iPhone 6 release:

- Livestream failed, had multiple songs plays simultaneously with a horrible Chinese dub
- Preorders for devices failed *miserably*, as the US Apple Store opened hours late, carriers never received devices, carrier websites and customer service slammed, grinding them to a halt
- The Plus bends (!) at a stress point caused by the cutout for the volume buttons
- iOS 8.0.1 released... killing TouchID and radios on iPhone 6 and 6 Plus

- On the plus side, the phone seems pretty neat; iOS 8.0.2 released yesterday evening, rolling fixes in from 8.0.1 and *not* turning the phone into a questionably-engineered brick of aluminum alloy
- Games on the device play without effort, and battery life during gaming is pretty remarkable; very impressed

Major topic - Steam Music Player

- Allows for music playback while playing games (no shuffling of windows)
- Ships with OSTs for Valve games you own preloaded
- Easily plays OSTs for games whose DLC purchases included said OSTs
- Can be pointed at any directory as a source for music
- Various excellent deals on Valve software (such as Complete Collection for \$25?!) to celebrate

Briefs

- *Lord of the Rings: Shadow of Mordor* released to strong reviews

Personal gaming

- *Pathfinder* (tabletop RPG; kinda, halfway made a new character)
- *Final Fantasy VI* (SNES)

Ad-hoc design

- Bemani-style rhythm game where traditional Russian dancers kick objects during the beat chart
- Landing hits at the correct moment yields special animations, perhaps even 'limit breaks'
- Because who doesn't want to kick small animals, babies, other things that would insult people inside of a quaint, charming Russojapanese rhythm game? :D :D :D

Tony

Music

- [The Orichalcon - Hung Like a Pinky - Final Doom \(OCReMix\)](#)
- [Magellanic - Data Flux - Tyrian \(OCReMix\)](#)

Topics

Hearthstone physical card game shows up in Asia

- ...but it's not actually official!

<http://kotaku.com/thanks-to-bootleggers-theres-an-actual-hearthstone-car-1639425488>

- Because of the large number of events that happen in a turn, they take upwards of 5 minutes even for experienced players. Tokens, counters, cards, dice everywhere.
- No word yet if Blizzard will be taking action (or has already).

Xbox One sales tank spectacularly in Japan

- Microsoft is selling only a small fraction of what other consoles such as Wii U and PS4 are selling, even the PS3 is selling more units. XBone at ~1500, PS3 at ~6000, Wii U and PS4 are closely competing at ~7000+.
- Given where the Playstation and Nintendo consoles originate, there's some inertia- buyers would likely be more interested in consoles closer to home
- <http://arstechnica.com/gaming/2014/09/xbox-ones-japanese-sales-go-from-bad-to-worse/>
- Blizzard to roll out “character undelete” feature in pre-WoD content patch**
- Likely a move to get people who have said “I’m done” and deleted their characters to be sure.. to consider the possibility of coming back
- No word if it's retroactive, and there are other limitations (Blizzard loves feature cooldowns)
-
- <http://www.pcgamer.com/2014/09/25/world-of-warcraft-patch-will-allow-the-resurrection-of-deleted-characters/>

Personal gaming

- *Puzzle and Dragons (Android)*
- *Final Fantasy VI (SNES)*
- *Nethack (Telnet to nethack.alt.org)*
- *Master of Magic (Microprose, DOS)*

Ad-hoc design

- A co-op racer, fast paced. Need one person to drive the vehicle and the other to commandeer the weaponry that is loaded on it
- Customizable loadouts, you can determine what to take on the vehicle (but it will modify other physical characteristics of the vehicle such as top speed, since it's being weighed down)
- Environments can vary in gravity, which will make players consider how to change parts of their vehicle such as aerodynamics, tire types, etc
- The vehicles being controlled can either be cycle-type or buggy-type, which are 2 and 4 wheels respectively, and are designed to travel up to speeds approaching mach 1. People who have played Rollcage, Wipeout or Extreme G might have a good idea of the type of speed we're looking at here
- Tracks would have loops, corkscrews, spirals, absolutely crazy constructions
- At such high speeds, maintaining a high framerate is absolutely paramount (as such we would keep poly count relatively low)
- Players controlling weaponry are able to turn freely 360 degrees and aim either with mouse or controller. Each different weapon they control will have its own characteristics (recoil, firing rate, weapon type, etc) and be customizable (projectile colors!) because why not?
- Projectiles striking vehicles will slow them down, thus equalizing the speed gain you'd have from going weaponless (although if you are able to avoid enemy fire, you could outrun the weaponry and be difficult to catch)
- Tracks would be 100% enclosed, some sections would be pipes so you can drive on the ceiling, others will simply be flat tracks with walls on either side, but it will be impossible to leave the track. This will keep the action fast.

- The object is to be first and survive. If you are the last player on the track (you've blown everyone else up), you automatically win. This means there are two strategies you can use- either be fast, or carry around a ridiculous arsenal and blow everyone away.