

Round 26 - Farewell to a Legend

Audio recording:

<https://zerohour-productions.net/recordings/insertcredits/R26%20004%20Sep%202015%20radio.mp3>

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Adam

Music

- [Nostalvania - Fleaman's Groove - Castlevania \(OC ReMix\)](#)
- [DusK - M-COR Rising - Titanfall \(OC ReMix\)](#)

AtW

Major topic - PAX Prime 2015

Briefs

- PewDiePie income from YouTube vids, 2014 - ~\$7M
(<http://www.engadget.com/2015/07/08/pewdiepie-responds-to-haters/>)
- Australia gets VR gaming center
(<http://www.engadget.com/2015/08/16/zero-latency-virtual-reality-gaming-center/>)
- Fig, new crowdfunding site, introduces equity, profit-sharing to crowdfunded games; requires 'investors' to have \$1M in assets to participate (legal FTC requirement;
<http://arstechnica.com/gaming/2015/08/new-crowdfunding-site-lets-backers-share-in-eventual-game-profits/>)
- Xbox One gains new 'very high quality' streaming setting - 1080p
(<http://arstechnica.com/gaming/2015/08/xbox-streaming-on-windows-10-has-a-hidden-very-high-quality-setting/>)
- Windows 10 won't run games with disc-based DRM SecuROM (thanks, Sony;
<http://arstechnica.com/gaming/2015/08/windows-10-wont-run-games-with-securom-drm-says-microsoft-2/>)
- YouTube Gaming, streaming service to compete w/ Twitch, went live on 26 Aug
- Amazon Underground - 'free' apps, where Amazon pays devs for IAPs, on the order of \$0.002 per minute

Personal Gaming

- They Bleed Pixels (PC; Quest for Semi-Glory, now complete)

- Gravity Ghost (PC; Quest for Semi-Chill, now complete)
- Nuclear Throne (PC; Quest for Semi-Glory reprise; still in progress)
- Spelunky (PC)

Ad-hoc Design

- Lawn mowing...totally not inspired by my status as 'homeowner'
- Given a randomly-generated lawn, goal is to mow it as quickly as possible, as efficiently as possible
- Lawn generation
 - Starts at typical unmowed length
 - Some areas may be thicker / longer than usual (takes more time / fuel to cut)
 - Permanent barriers (large rocks, stumps, fallen trees, etc.)
 - Extra points (mushrooms, weeds - pop up suddenly, disappear rapidly)
 - Temporary barriers (sprinklers - no one wants to get wet while mowing, come on)
 - Path adjusting obstacles (hoses - get caught in the blades, yo)
- Scoring
 - Bonus points for finishing with spare fuel left (can stop any time after meeting minimum mow %)
 - Bonus points for efficient mowing (i.e., not mowing areas more than once)
- Duck Hunt progression rules
 - Must mow at least 60% of the lawn to 'complete' the first level
 - Then 70%, 80%, etc.

Shane

Music

- Darkesword - The Heroes of Space - Kirby's Block Ball (old...sorry, no link)
- [Relik - Dreaming on Distant Shores - Earthbound \(OC ReMix\)](#)

Topics

- Satoru Iwata's death, life, and accomplishments:
 - 6 Dec 1959 - 11 Jul 2015; died of bile duct tumor
 - Underwent therapy and treatment for 2 years
 - Began working on electronic games in his high school years, leading him to the Tokyo Institute of Technology for computer science
 - While there, Iwata worked for HAL Laboratory as a freelance programmer, leading him to work there after graduation
 - Coordinator of software production in 1983, including such projects as *Balloon Fight*, *Earthbound*, and the *Kirby* series
 - Promoted to president in 1993 and brought the company back to profit
 - Assisted in creating *Creatures Inc.*, which was affiliated with the *Pokémon* franchise

- In 2000, Iwata took the helm as Nintendo's fourth president, succeeding Hiroshi Yamauchi, who'd been president since 1949, and was the first company president not from the Yamauchi bloodline
- Had major involvement with the *Wii*, *Nintendo DS*, *Zelda* and *Mario* series, *Animal Crossing*, and many others
- Was known for his extreme humility and gentle nature
- "Please understand."

Personal gaming

- *Dream Pinball 3D*
- *Final Fantasy XIII*
- *Tales of Graces f*
- *Betrayal at House on the Hill*
- *Final Fantasy X HD Remaster (PS4)*
- *Smallworld*
- *Mario Kart 8*
- *Mario Kart Wii*
- *Final Fantasy IV - The After Years (PC)*

Ad-hoc design

- Ruminates on the classic gaming designs that Iwata and Nintendo brought to the table during formative years
- Discuss mechanics and world design on those games
- Create a world whose antics and design reflect those principles

Tony

Music

- [Nostalvania - Storm Force Seven - Legend of Zelda Ocarina of Time \(OC ReMix\)](#)
- [FFmusic Dj, Geoffrey Taucer - Dire on the Rocks - Super Mario 64 \(OC ReMix\)](#)

Topics

- World of Warcraft finally slated to get flying mounts this month in the latest expansion
- beatmaniaIIDX 23 "copula" had a location test in July, release TBA this year
- "Metal Gear Solid 5: The Phantom Pain" released
- "Super Mario Maker" release right around the corner and it's kind of amazing
- Season 4 of Diablo 3 is upon us, all new conquests and achievements (whee)
- Gearbox and 3D Realms kiss and make up: Gearbox keeps Duke

Personal gaming

- *Final Fantasy XIII (PS3)*
- *Nethack (PC)*

- *Legend of Blacksilver (C64)*
- *Master of Magic (PC)*
- *TIS-100 (PC)*
- *Betrayal at House on the Hill*
- *Smallworld*
- *Mario Kart 8 (Wii)*
- *Tony Hawk's Pro Skater series*

Ad-hoc design

- First person shooter, without lethal weapons
- Grappling hook is primary weapon
- Grapple enemies and whip them around, off the edge of platforms, up high to get them to die from falling damage
- Jump pads a la Quake 3