Round 29 - Pardons for All

Audio recording:

https://zerohour-productions.net/recordings/insertcredits/R29%2018%20Dec%202015%20radio.mp3

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Adam
Music
- Esteban Bellucci, Toni Leys - A Mystic Lineage - Freedom Planet (OCReMix)
- Prince of Darkness - Super Skeet Fighter Turbo Alphamale IV - Street Fighter Alpha (OCReMix)

AtW

Briefs
- Retro GTA-like *Retro City Rampage* getting 16-bit sequel in *Shakedown Hawaii*
- *Legend of Dungeon: Masters* -Twitch-interactive gameplay (drop items, enemies, in-game events from chat) - free client 'mod' from *Legend of Dungeon* devs; possible trial run for new game *Upsilon Circuit* (http://www.engadget.com/2015/12/03/twitch-legend-of-dungeon-masters/)
- Namco's patent on loading screen minigames expires (http://arstechnica.com/gaming/2015/12/loading-screen-boredom-may-behind-us-thanks-to-expiring-patent/)
- *Minecraft* to be released for Wii U, 17 Dec
- *Nuclear Throne* reaches full release 05 Dec, after being in Early Access for 2.5 years (also released on PS4, Vita); will still get updates, maybe not as frequently as in EA
- Oculus Rift pre-orders to ship with *EVE: Valkyrie* (AAA VR title)
- *Super Mario Maker* levels to be searchable on the web starting 21 Dec
- Another *Fire Emblem* character and Bayonetta announced as DLC for *Smash Bros*
- *Nethack* gets first major update in 12 years (3.4.3 -> 3.6.0)

Personal Gaming
- Spelunky (PC: Quest for Semi-Glory, now complete)
- Galak-Z (PC; Quest for Semi-Glory, now in progress)
- Nuclear Throne (PC)
- LUFTRAUSERS (PC)

Ad-hoc Design
- First-person survival horror
- Free-range environment, with many locked doors, winding passages
- Player directs a small utility robot with limited voice commands
    - Go forward / back / left / right, push / pull - can identify only basic objects within visual range
    - Player must be at complete stop to direct robot
    - Robot traverses small corridors / vents / etc
    - Unlock doors ahead of the player, lock doors behind the player
    - Cause other environmental effects to slow 'enemies' (knock over large objects, short out lights, etc) - never direct combat between player / enemies
    - Commands less accurate / blatantly incorrect if (actual) player's voice is too panicked (very sensitive - robot does not have a lot of processing power to clean it up)
    - Commands less accurate if (in game) player is too panicked - near an environmental hazard, enemy, etc.

Shane

Music
- Ailsean - Subaqueous Angels of Chaos - Final Fantasy (sorry, no link)
- Syl Dubenion - Remixed Concrete - Mega Man 9 (sorry ,no link)

Topics
- Kojima joins Sony; plans to create a new studio rumored
- Creative gamers find a way to redownload *PT* by means of a proxy
- Steam release of *Final Fantasy VI* totally botched
- *Undertale* wins GameFAQs 'best game of all time' popularity contest…?
- Napster. Is Coming. To Wii U.
- First Windows 10 Insider build released that introduces the unified kernel (Redstone)

Personal gaming
- *Ironclaw*
- *Cards Against Humanity*
- *Jamestown*

Ad-hoc design
- TITLE: <blink>***MOTHERSWORD***</blink>
- Somehow me trying to say 'motherboard' and 'CPU' at the same time became <blink>***MOTHERSWORD***</blink>
- Adventure dance platformer with *cool* 8-bit side-scrolling graphics and *rad* platforming puzzles to bring you from MotherBORED to <blink>***MOTHERSWORD***</blink>

- Use your *totally awesome* skillz to collect <u>POWERUPS</u> that give you such abilities as: DRAGON DAGGERS, THUNDER SCREAMS, LIGHTNING AGILITY, and COSMIC FLAMESTRIKE
- Use your *EPIC DANCING PROWESS* to woo enemies and absorb their life force
- Defeat <u>THE MAN</u> to win the right to <blink>***MOTHERSWORD***</blink>

Tony

Music
- [Melody - Stratification - Chrono Trigger](#) ([OCReMix](#))
- [Thomas Detert - Orbital Space Junk - Clystron](#) ([OCReMix](#))

Topics
- Unreal Tournament (simply called UT without a subtitle for now) in alpha, plays great in 4k, needs work on the gameplay
- UE4 and "Unreal Engine" are also available right from Epic, right now through their own community client app
- Brace yourselves! Steam winter sale is on the 22nd
- HonorBuddy users get wrecked: Blizzard successfully detects and bans accounts using the WoW bot
- System Shock 3 gets the green light, teaser site, hints at VR
- Both AMD and nVidia are exploring options for smaller manufacturing process (14nm and 16nm respectively) which should give us a huge performance jump next year

Personal gaming
- Unreal Tournament (alpha)
- Jamestown
- Cards Against Humanity
- Ironclaw
- Fluxx

Ad-hoc design
- Arcade style game
- Enemies are moving around on screen shooting gallery style
- Fixed number of enemies show up on the screen and move across per stage
- Firing is not instant, clicking incurs a delay marked by a large circle closing in to its destination
- Later stages feature faster enemies
- Points earned by shooting enemies can be spent on upgrades- faster projectile time, larger blast radius (starts at none)
- The fewer upgrades you have, the harder the game is, but the higher the multiplier at the end of a stage