

# Round 34 - Appeasing the RNG Goddess

## Audio recording:

<https://zerohour-productions.net/recordings/insertcredits/R34%2013%20May%202016%20radio.mp3>

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## Adam

### Music

- [DR. WELI - Flight of Rock - Mega Man 4 \(OC ReMix\)](#)
- [Brandon Strader - Silver and Gold - Kirby's Adventure \(OC ReMix\)](#)

### Around the World

- Sega officially supporting modded Genesis games through Steam / SteamWorks; some are blatant ripoffs, sprite hacks of other devs'/publishers' series
- Amazon requiring Prime subscription to buy some console games (AAA titles like FIFA, GTA, etc) (<http://www.engadget.com/2016/04/22/amazon-prime-game-restriction/>)
- Steam to start accepting payment in Bitcoin; developers and Valve will not deal with coins, fully managed by third-party processor
- Retro Receiver, new Bluetooth dongle to connect wireless controllers to classic NES (<http://www.analogue.co/pages/8bitdo-x-analogue>)
- Nintendo NX - possible Mar 2017 release; a return to cartridge-based media (more akin to 3DS-style flash carts)?
- RPG Limit Break 2016 - through Saturday

### Personal Gaming

- Enter the Gungeon (PC; Quest for Semi-Glory, now complete)
- The TALOS Principle (PC; Quest for Semi-Glory; starting Mon)
- Galak-Z (beta-tested new infinite 'Void' mode; free DLC now released)

### Ad-hoc Design

- Side-scrolling platform shooter; arcade-style, go until you're done
- Fixed screen size - relatively 'zoomed out' to see a bunch around the player
  - Small 'low-poly' player, opportunity for large-ish enemies
- Environment outside the 'screen' generated on the fly as it scrolls into view
  - Infinite scrolling in both X/Y

- Large-ish enemies keep view from scrolling if at edge
  - 'Boss fights'
  - Player can still scroll screen until the 'boss' is at the opposite edges, but...
  - Instant death if player moves out of bounds
- Major emphasis on awareness of surroundings
  - Nothing stays 'safe'
- Pickups
  - Randomly spawned weapons (a-la Super Crate Box)
  - No ammo pickups - use what you have until it's empty, or pick up something else
  - No unarmed combat - completely vulnerable with no weapon (run, fool)
  - One-use, instantly-activated buffs
    - Super jump
    - Damage boost to currently held weapon
    - Infinite ammo for current weapon for X seconds
    - Shield for X seconds
- Scoring
  - Primarily time-based
  - Combos / multipliers for kills within certain time (a-la AAC, LUFTRAUSERS)
  - Bonus for pacifist runs
    - Based on how long between firing
    - Minimum X sec, but ramps up quickly / exponentially

## Shane

### Music

- [Guifrog - Samba Primata - Diddy Kong Racing \(OC ReMix\)](#)
- [Nostalvania - Come to the Dark Side, it's a Funky Place - Legend of Zelda: A Link to The Past \(OC ReMix\)](#)

### Topics

- *Final Fantasy X/X-2 HD Remaster* coming to Steam on 12 May
- *Pokémon Sun/Moon* trailers and starters revealed
- Steam now allows purchases in Bitcoin
- Nintendo's NX console will not appear at E3 2016; *Zelda NX* version announced
- Microsoft has officially ended production of new Xbox 360 consoles
- Game map supposedly from *Red Dead Redemption 2* leaks, implying game takes place before the original

### Personal gaming

- *Mario Kart 8*
- *Fire Emblem* (GBA)
- *Fire Emblem: Sacred Stones* (GBA)

## Ad-hoc design

- Rhythm/pattern-matching/level-based game
- You are an animal, in a type of environment/climate, that needs to either hunt prey or escape from being hunted
- Depending on the scenario, the patterns/rhythms to be matched by the player will reflect hunting/stalking rhythms, or sneaking/flight rhythms and motions
- Points to be given based on accuracy
- Certain game events will trigger based on accuracy; not maintaining proper stealth while being hunted will result in a chase or death, which switches rhythms and movements
- Certain bonuses can be had based on performance

## Tony

### Music

- [pu\\_freak - The Dark Defender - Chrono Trigger \(OC ReMix; BadAss Volume III\)](#)
- [Chernabogue - Crescendo to Chaos - Pokemon Red / Blue \(OC ReMix; BadAss Volume III\)](#)

### Topics

- WoW: Legion scheduled for August 30, but open beta started yesterday
- New DOOM lands today, GMG had it for \$45 (for today only!)
- nVidia GTX 1080 revealed

### Personal gaming

- Fire Emblem
- Fire Emblem: Sacred Stones

### Ad-hoc design

- Build the best, most dank meme ever.
- You have a fixed number of turns to develop the dankest meme.
- Funnel money into research to find the most obscure and delicious content to bring to the spotlight.
- Out-dank your forum competitors.
- A sufficiently dank meme will gain recognition on Urban Dictionary, Know Your Meme.
- Duplicating someone else's meme subject matter will make your meme less dank, or you could even be seen as stealing a meme
- If a meme has great potential but hasn't found much success, you can attempt to steal it- but this becomes much more difficult as it gains recognition