

Round 36 - Blackout Rage

Audio recording:

<https://zerohour-productions.net/recordings/insertcredits/R36%202015%20Jul%202016%20radio.mp3>

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Adam

Music

- [FoxyPanda - High Tide - Donkey Kong Country \(OC ReMix\)](#)
- [zircon - Searing Aggression - Lufia II \(OC ReMix\)](#)

Around the world

- Revised Xbone controller can use both proprietary Wi-fi protocol and Bluetooth
- Sony settlement on removal of OtherOS from PS3 - \$55 if having had it installed (then wiped, or can prove other damage / harm), \$9 otherwise; on fat PS3 models from 2006 - 2010
- Oculus removes headset hardware-based DRM checks; Revive removes DRM subversion code
- About fucking time: Twitch to start beta-testing HTML5 stream player
- SGDQ 2016
- Ubisoft's *Trials of the Blood Dragon* - beating the free demo unlocks the full game (also free)

Personal gaming

- Teleglitch (PC; Quest for Semi-Glory; now complete)
- Galak-Z (PC; Quest for Semi-Glory; now complete - 2nd series)
- Magicite (PC; Quest for Semi-Co-op; next on 23 Jul)

Ad-hoc design

- Sidescrolling action-platformer...but...
 - You are the jerk-bird, widely despised for your jerk-ness
- Goal: do not, by action or inaction, kill the hero
 - Heroes are very fragile - one hit-kills!
 - You, on the other hand, are largely invincible...except for the heroes' weapons
 - Game ends when you, the amazing jerk-bird, are killed by one of the heroes

- Movement
 - Heroes constantly steam in from left side of screen (like an endless runner)
 - Heroes are speedrunners, so they won't actively pursue you to kill you
 - Heroes will attempt to attack you if you are in range of their current weapon
 - Melee arcs for swords, lines for spears, distance/projectiles w/ bow/arrow, magic, etc
 - Heroes will attempt to actively avoid you if you are nearby but not within attack range
 - You, the jerk-bird, start from the right
 - Always moving right at some minimum speed, but can speed up pretty fast
 - Never able to turn around - only move right to left
- Scoring
 - More points for getting closer to the hero without touching them
 - Super bonus points for grazing the hero (Touhou-style)
 - Super bonus points for amazing tricks
 - Getting the hero to jump over you
 - Looping around to avoid the same hero multiple times (without hitting you)
 - Getting the hero to swing their weapon or otherwise attack you
 - Leading flocks of other jerk-birds around the hero, or otherwise preventing them from getting close
 - Sick dodges of hero attacks
 - Somehow causing the environment to save the hero from an unfortunate death (like acting as a last-ditch platform)
 - Multiplier ticks up for the number of heroes passed / not killed within a short period of time (AAC-style timer)
 - Hero deaths are counted against you
 - Direct: hitting them (any area above the feet)
 - Indirect: by prompting them to jump into a pit or other trap
 - Resets multiplier
 - Increases difficulty, as now the other heroes are incensed by your incredible jerk-ness

Shane

Music

- [HeavenWrath - Anathema, Quietus, and Apotheosis - Final Fantasy VI \(OC ReMix\)](#)
- [N4L4 - The Moon of Bowser - Super Mario World \(OC ReMix\)](#)

Topics

- Review: Xbox One Elite controller
- Review: *Summer Games Done Quick 2016*

- Discussion: ZHP charity stream

Personal gaming

- *Mario Kart 8*
- *Final Fantasy X HD*
- *Final Fantasy Brave Exvius*
- *Spelunky*
- *Assault Android Cactus*
- *Legend of Dungeon*
- *Fire Emblem: Awakening*

Ad-hoc design

TITLE: *Fandom Convention Simulator 2016*

GENRE: Simulation/Horror

PLAYERS: Singleplayer

INPUT METHOD: Point-and-click

GRAPHIC STYLE: 256-color dithered graphics with bitmap fonts and custom UI

AUDIO STYLE: 8- and 16-bit music with low-fidelity voice and video clips

POV: First-person 'Myst-like'

STORY: You are operations staff for a bustling fandom convention of your choice! You're responsible for making sure things run smoothly, and ESPECIALLY that donations get through to their intended charities. All sorts of 'glitches' happen that require you to run around and put out sometimes-proverbial fires and prevent your hotel contract from being voided for future conventions

HOOK: Big names in your fandom's community are in attendance and can either help or distract from your cause of keeping things fun while not being a chaotic nightmare

INVENTORY: Uniform, operations/security badge, walkie talkie, cell phone that barely ever has reception, Thermos for adult beverages, notepad and pen

MECHANICS: Point-and-click interface, but the convention continues on in pseudo-'active time', requiring the player to make decisions in a timely manner. Conflict resolution through negotiating between hotel staff, convention staff, volunteers, and attendees with charisma, intelligence, and inventory use

OBJECTIVE: Get through the convention with minimal casualties between pre-opening and closing ceremonies

Tony

Music

- [djpretzel - Booster Tarantino - Super Mario RPG \(OC ReMix\)](#)
- [djpretzel - Red Waltz - Doom II \(OC ReMix, Delta-Q-Delta\)](#)

Topics

- Nintendo Entertainment System: Classic Edition

<http://www.theverge.com/2016/7/14/12187296/nintendo-nes-classic-edition-announced-price-games>

- Overwatch gets new character, Ana Amari

<http://www.pcgamer.com/blizzard-reveals-the-new-overwatch-character-and-its-not-sombra/>

- SGDQ 2016

- Pokemon Go

Personal gaming

- *DDR Extreme*

- *Doom (classic)*

- *Grandia II*

- *Mario Kart 8*

- *Strife*

- *Hexen*

Ad-hoc design

- Shooter where you can't shoot, but must reflect projectiles and lasers back on enemies