

Round 52 - You're Hearing Things

Audio recording:

<http://zerohour-productions.net/recordings/insertcredits/R52%2019%20Jan%202018%20radio.mp3>

Multimedia: https://www.youtube.com/watch?v=8VLfma_1oIQ

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Adam

Music

- [ThePlasmas - Geofractura - Ecco 2: The Tides of Time \(OC ReMix\)](#)
- [Ganae - Spitfire's Boom - Street Fighter II \(OC ReMix\)](#)

Topics

- Starting w/ 2018, show archives will also be posted to YouTube
- ROM hackers update Super Mario Land 2 w/ color, Luigi (and his slightly modded physics)
- Las Vegas gets first dedicated eSports arena, to open in March
- FIFA starting push for eSports teams (following NBA's push to eSports)
- End of 2017 marathon re-cap

Personal gaming

- Flinthook (Quest for Semi-Glory, now complete)
- Sublevel Zero Redux (Quest for Semi-Glory, now in progress)
- Legend of Zelda A Link to the Past (randos)
- Assault Android Cactus (speedrun practice)

Ad-hoc design

- Simple puzzle
- Goal - get from start to finish
- Start with a thick-ish bar of finite length - starts at one edge of the screen, need to get it to a goal point on some other edge
 - Change directions by making a cut
 - The cut portions are mirrored on the axis of the cut
 - e.g. a 45-degree cut changes bar to perpendicular of its original state
- Obstacles

- Blockers - bar can't pass through / overlap
- Splitters - bar passes through, gets duplicated
 - Might need to hit multiple "goals"
 - ...or might need to condense back to one goal later?
- Teleporters - bar enters one, leaves through another
- Scoring
 - # of cuts made (+ number of "undo"s)
 - Extra length of bar unused
 - Time...?

Shane

Music

- [Nostalvania. The OC Jazz Collective - Fight or Flight - Chrono Trigger \(OC ReMix\)](#)
- [Hyllian Lemon - Multi-track Drifting - The Legend of Zelda: Spirit Tracks \(OC ReMix\)](#)

Topics

- *FFXII* releases on Steam on 1 February with 60FPS and 21:9 aspect ratio support, as well as the various cheats that PC releases have had lately
- *FFXV: Royal Edition* releases on 6 March for PS4 and XBone including a new first-person mode, a new dungeon, and more
- Nintendo Direct reveals additional titles and DLC: *Darkest Dungeon* (18 Jan), *Dark Souls* (25 May), *The World Ends With You* and *Mario Tennis Aces* announced, *Super Mario Odyssey* getting free DLC
- *Dragon Quest Builders* releases on Switch on 9 February, including Great Saber Cub mount exclusive to the Switch release
- End-of-2017 Marathon wrapup
- AGDQ 2018 wrapup

Personal gaming

- *Mario Kart 8 Deluxe* (Switch, 2017)
- *Assault Android Cactus* (PC, 2015)
- *Keep Talking and Nobody Explodes* (PC, 2015)
- *Cobalt* (PC, 2016)
- *Quiplash 2* (PC, 2016)
- [Wheels!](#) (PC, 1998?)

Ad-hoc design

TITLE: Labyrinthine Burst
 GENRE: Puzzle/platformer
 PLAYERS: 1-4
 INPUT METHOD: Keyboard/mouse, controller
 GRAPHIC STYLE: Cel-shaded

AUDIO STYLE:	Ambient/industrial/electronic
POV:	Mix of viewpoints; top-down, free range camera, 1st-person
STORY:	You're trapped in a 100-floor labyrinth with just enough resources to survive another 24 hours, and your only hope for survival is to escape the 100th floor!
HOOK:	Your only weapon is a radiation gun that kills on-contact, but it only has a limited amount of rounds per floor; however, each floor refills its chamber
INVENTORY:	Radiation gun; canteen of clean water; jerky. Occasionally the player(s) will find special floor-specific items they can use to simplify that floor's puzzle, but it might be required
MECHANICS:	Moving platforms; switches; special firing patterns; teamwork. Bonus points for creative solutions that use as few items/shots as possible
OBJECTIVE:	Clear each floor (with as few bursts of radiation as possible) and escape the labyrinth

Tony

Music

- [Moire Effect - God from the Machine - Deus Ex \(OC ReMix\)](#)
- [Jorito. Smooth4Lyfe - Masters of Mischief - Secret of Mana \(OC ReMix\)](#)

Topics

- AGDQ (we're all gonna talk about it)
- Heckin' cryptocurrency miners are causing GPU shortages and driving prices up, sometimes 200% MSRP or more
- CES 2018 happened (1/7-1/12), lots of neat reveals: Evga's 2200W PSU, Vive Pro and Wireless Adapter, Samsung QLED, Intel Optane Memory, the combination Intel+Radeon (RX Vega M) chip, AMD briefly talked about Ryzen 2's release in April
- *Vulpine* [kickstarter](#) launches, local Madison devs, hits half of \$22k goal in two days

Personal gaming

- *World of Warcraft (PC)*
- *Pathfinder (tabletop)*
- *Realm of Impossibility (C64)*
- *The Human Race (C64)*
- *Smurfs 2: The Revenge (C64, please god no never again)*
- *Super Mario Bros. 2 (NES)*
- *Dance Dance Revolution (AC)*
- *Sound Voltex (AC)*
- *Pop'n Music (AC)*
- *Quiplash 2 (Switch)*

Ad-hoc design

- Stealth hovercraft
- Top down, steer your craft from the start to the goal
- Stealth factors: craft noise, visibility
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