

Round 55 - Down with the Sickness

Audio recording:

<http://zerohour-productions.net/recordings/insertcredits/R55%2027%20Apr%202018%20radio.mp3>

Multimedia: <https://www.youtube.com/watch?v=6t6qPJ9io2I>

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Adam

Music

- [Gario - Burning the Clocktower - Castlevania: Dracula X \(OC ReMix\)](#)
- [Moire Effect - One Small Step - Mass Effect \(OC ReMix\)](#)

Topics

- GDC; some notable Independent Games Festival Awards: Celeste, "Audience Award"; NitW, "Seamus McNally Grand Prize", "Excellence in Narrative"; Getting Over It, "Nuovo Award"; some notable person awards: Rami Ismail, "Ambassador Award"; Tim Schafer, "Lifetime Achievement Award"
- Fortnite still breaking streaming records - 100-player stream on YouTube, 1.1M+ simultaneous viewers
- New "full-kit" prices for Vive Pro (headset, cameras, controller - as of 03 Apr, now \$1,100) and PSVR (includes console, controllers, headset, game - \$650)
- "Remaster" of Chrono Trigger on Steam received patches on Apr 10 to allow player to revert graphics closer to classic SNES
- Valve enables "private-by-default" game library, play stats; SteamSpy shuts down
- PAX East :(
- MGC :)
- Billy Mitchell's *Donkey Kong* scores (and all others) officially removed from Twin Galaxies, Mitchell banned from the boards
- "LAGFIX" in RetroArch emulates w/ less input lag than original hardware (<https://arstechnica.com/gaming/2018/04/better-than-reality-new-emulation-tech-lags-less-than-original-consoles/>)

Personal gaming

- Neon Chrome (now complete)
- Thumper (now complete)

- Outland (now in progress)
- Tetris: The Grand Master
- Ketsui (sick-ass bullet hell from Cave)
- Some indie games at MGC (Risk System stood out; Race the Sun on a balance board)
- Various arcade games (Asteroids, Centipede)
- Tons of pinball
- Legend of Zelda A Link to the Past (randos)
- Assault Android Cactus (speedrun practice)

Ad-hoc design

- Convention management simulator (conceived _before_ MGC, tyvm)
- A few prefab overall convention hall layouts
 - Linear hallways vs hub areas
 - Single vs multiple floors
- Place and rearrange key areas
 - Entry / exit lines
 - Exhibit spaces
 - Food courts
 - Attractions
 - First aid areas
 - Info centers
- Manage crowds throughout the day
 - Variations in inflow and outflow
 - Panels / presentations
 - Celebrity appearances
 - Cordon off areas, redirect lines, dispatch security (fights, spills, elevator/escalator malfunctions, better- or worse-than-expected presentations)
- Balance con performance versus expenses
 - Improve con amenities
 - Hire more staff
 - Attract bigger celebrities (or pay off idiots to stay away)

Shane

Music

- [Reuben6 - Gerudo Dance Party - Legend of Zelda: Ocarina of Time \(OC ReMix\)](#)
- [RebeccaETripp - Legends Around the Fire - Skyrim \(OC ReMix\)](#)

Topics

- Midwest Gaming Classic 2018 wrap-up
- Madison's upcoming [I/O Arcade Bar](#) recommended by city's alcohol committee to approve its request for a liquor license!

- Ryzen 2 and its impact on gaming (RAM speed vs. CPU performance, multithreaded applications, encoding)
- Recent hardware issues, and why planning for a major marathon (comparatively) takes a ton of work
- Nintendo Switch completely compromised by boot ROM exploit; proofs of concept in the wild
- Nintendo Switch *Pokémon* title will supposedly kick off the series' eighth generation; possibility of a 2018 release
- SEGA announces their own miniaturized console, the Genesis/Mega Drive Mini; might just be another AtGames trash Flashback device

Personal gaming

- *Final Fantasy XV: Windows Edition* (PC, 2018)
- *Mario Kart 8 Deluxe* (Switch, 2017)
- *Tetris DX* (GBC, 1998)
- *Tetris: The Grand Master* (Arcade, 1998)
- *Tetris* (NES, 1984)
- *Tetris & Dr. Mario* (SNES, 1994)
- *Puyo Puyo Tetris* (Switch, 2017)
- Various pinball machines

Ad-hoc design

TITLE:	<i>Rocketball</i>
GENRE:	Pinball/derby crossover
PLAYERS:	1 or 2
INPUT METHOD:	Controller
GRAPHIC STYLE:	As realistic as pinball tables get
AUDIO STYLE:	Exciting - a mix of soundeffects and whatever instrumentation works for that table
POV:	Several - bird's eye, top-down, third-person from vehicle, first-person from vehicle
STORY:	None
HOOK:	It's pinball, but using battle-ready vehicles to manipulate the pinball(s) instead of flippers
INVENTORY:	Stoppers, boosts, time stops, multi-ball, extra ball, engine upgrades
MECHANICS:	Drive your vehicle around and use its weaponry and items you obtain to keep the ball in play
OBJECTIVE:	Top the leaderboard

Tony

Music

- [Suzumebachi - Welcome Goombo Probably - Super Mario Land \(OC ReMix\)](#)

- [Bluelighter - The Call from the Mine - Final Fantasy VII \(OC ReMix\)](#)

Topics

- Midwest Gaming Classic: Billy Mitchell made an appearance at MGC2018, as well as recorded a video to 'set the facts straight'
- Blizzard reworking *World of Warcraft* cooldowns after players complain of changes in the latest patch to the *Battle of Azeroth* alpha
- Nvidia's GeForce 1080 the cheapest it's been since [Black Friday](#); prices finally falling for good? Graphics card demand down [40% lately](#)
- Update on retro PC project re: AMD Geode CPU, new Voodoo acquisition, passive cooling
- Windows 10's April 2018 update finally releasing this coming Monday (the 30th) with an 'improved' game bar

Personal gaming

- *World of Warcraft (PC)*
- *Pathfinder (tabletop)*
- *Dance Dance Revolution (AC)*
- *Mario Kart 8 Deluxe (Switch)*
- *Ketsui (Arcade)*

Ad-hoc design

- Combo/turn-based fighting game
- You vs. opponent:
 - Both get a fixed amount of time to make inputs and lock them in
 - Create combos by putting inputs in sequence
 - After timer is up, all moves play out simultaneously
 - If nobody completely defeated their opponent, this process repeats with a longer timer
- Combo behavior:
 - Inputs limited
 - Combos can counter one another
 - As timer increases, so does the input limit, making crazier combos possible as the game progresses
 - The longer your string of inputs, the better your combo is and the more damage it does, but also the more vulnerable you are
- Possibilities:
 - Tag team with other characters you control mid-combo
- Game continues until someone wins