Round 73 - Cold White Disaster

Audio recording: https://zerohour-productions.net/recordings/insertcredits/R73%2015%20Nov%202019.mp3
Multimedia: https://www.youtube.com/watch?v=s2VZzaYVwq8

Show index

Adam

Music
- PsyNES - Infiltration - Bionic Commando (OC ReMix)
- Danilo Ciaffi, Medllix - The Princess and the Wolf - The Legend of Zelda: Twilight Princess (OC ReMix)

Topics
- 1,000s of additional old DOS games added to Internet Archive (https://arstechnica.com/gaming/2019/10/thousands-of-dos-games-have-been-added-to-the-internet-archive/)
- ~~Guess what won't die, because we won't let it - *Magic: The Gathering* pro Lee Shi Tian used his post-win interview to voice support for Hong Kong protests (he is a Hong Kong native); receives no sanction from Wizards of the Coast, in stark contrast to certain other companies loudly broadcasting their lack of spine; chat moderators were explicitly instructed to _allow_ similar messages during the Mythic Championship~~ (https://www.hipstersofthecoast.com/2019/10/lee-shi-tian-voices-support-for-the-hong-kong-protests-at-mythic-championship-v/, https://arstechnica.com/gaming/2019/10/magic-the-gathering-pro-uses-win-to-show-hong-kong-protest-support/)
- Microsoft brings back Xbox All Access program - Live Gold, Game Pass, and actual hardware for monthly subscription fee - includes option for "next-gen" hardware (scheduled for release in late 2020)
- Mental health study making further inroads into game design / dev - devs of *Hellblade: Senua's Sacrifice* (itself having a central focus on mental issues)continuing to work w/ University of Cambridge prof Paul Fletcher to study game design, technology, and neuroscience impact on mental illness (https://www.engadget.com/2019/10/29/ninja-theory-insight-project-mental-health/)
- Everspace 2 kickstarter succeeded (yay!) - early access Apr 2020, full release Sep 2020
- Steam Remote Play Together works reasonably well; was only able to get it to work Windows-to-Windows (Linux guest to Win host failed as of 26 Oct), but A/V quality was excellent and latency was not an issue - tried w/ a fairly input-sensitive game (a side-scrolling brawler w/ tight combo timing - Fight'N Rage)
- Google Stadia launches on Monday (18 Nov), absent huge raft of previously-announced features: (https://arstechnica.com/gaming/2019/11/google-stadia-will-be-missing-many-features-for-mondays-launch/)
    - Biggest WTF: can't do initial setup or purchase games w/o the phone app

Personal gaming

- Fight'N Rage (now complete)
- Deathstate (now complete)
- StarCrawlers (now in progress)
- Hellsinker (Shmup Book Club, Oct - Dec)
- DoDonPachi DaiOuJou (Shmup Book Club, Oct)
- Bio Hazard Battle (Shmup Book Club, Nov)
- Assault Android Cactus (Campaign+ S+)
- Everspace

Ad-hoc design
- Office-based brawler
    - ...but instead of people, you fight various furniture, appliances, obstacles, and supplies around the office (seriously)
    - Everything around the office refuses to work; balance the time (and energy) you have to beat, pummel, and otherwise "convince" things to finally work
    - Maybe real-time, maybe a series of vignetted "puzzles", or turn-based battles?
- Gameplay
    - Envision gfx / movement similar to PtPatP - very basic 3D environments (possibly proc-gen?), w/ steadily increasing office complexity
    - Some "permanent" obstacles that need to be removed before progressing further
        - e.g. - get boss' printer working so you can get into the break room
        - e.g. - "borrow" IT co-worker's badge to enter "secure" areas
    - Find targets, avoid co-workers (and building security), engage in "combat"
    - Goal is to meet minimum things "working" by end of the work day
- Making things "work"
    - Various light/medium/heavy attacks, punch/kick, strings of combos thereof
        - Yelling, light taps, targeted nudges, full-on open-handed slaps
        - Maybe rhythmic elements here?
    - Get the target's "health" into the proper range, then execute a "finishing move" to interact w/ the target normally and hope it actually works right
- Things to make "work"
    - Doors (bad handles, stuck on jambs, cardreader being temperamental)
    - Vending machines (refuses to power on, preferred snack is stuck)
    - Printers (perennial favorite; paperjams - real or imagined)
    - Water coolers (refuses to dispense any sort of liquid refreshment)
    - Window blinds (constantly stuck, some slats never lined up)
    - Fake plants (just...in the way)
    - Computers (hitting the monitor always solves the problem, duh)
    - Restroom toilet / sink / paper towel dispenser (motion controls never work right)

Shane

Music

- [Pavos - The Voyage Begins - Skies of Arcadia](#) ([OC ReMix](#))
- [B-laze - Crosswind - Star Fox](#) ([OC ReMix](#))

Topics

*- Zero Hour Productions' "Super Stigma Slam" marathon series now a listed supporter of Take This Inc. on their website

- Hideo Kojima's long-awaited title, *Death Stranding,* released; seems to be extremely polarizing, and has already been the victim of a review bomb on Metacritic; will be releasing on PC in summer of 2020
- *Pokémon Sword* and *Pokémon Shield* released today for Nintendo Switch!
- Toby Fox of *Undertale* and *Delta Rune* acclaim has a track on the OST for the new *Pokémon* games
- Game Freak under intense scrutiny after several expectations for *Sword* and *Shield* are unmet, leading to the #GameFreakLied hashtag trending on Twitter

Personal gaming

- Pathfinder
- Mario Kart 8 Deluxe
- Untitled Goose Game

Ad-hoc design

TITLE:	*Multiworld Pinballmizer*
GENRE:	Virtual Pinball
PLAYERS:	1
INPUT METHOD:	Controller; keyboard
GRAPHIC STYLE:	Pseudo-realistic
AUDIO STYLE:	Varies based on current table 'environment'
POV:	Usually tight third-person, with power-ups that allow for brief moments of zooming out
STORY:	N/A
HOOK:	Pinball table grows, changes, and evolves during gameplay
INVENTORY:	N/A
MECHANICS:	Completing objectives will morph the pinball table, either adding new sections, changing existing sections, or flipping to an entirely different 'environment'. By accomplishing objectives or collecting power-ups, the player will also add to their bonus multiplier, trigger multiball, extra balls, invulnerability, a kind of 'jackpot' mode, and more.
OBJECTIVE:	Overall, the objective is to move up in the game's high school list, but objectives within the game will vary depending on previous objectives accomplished, the areas of the table that are unlocked, the 'environment' the player is in, so on

Tony

Music

Topics
- AMD releases the 3950X, exceeding expectations in thermals and computational power for distributed workloads, even competing with Intel's 9th gen single threaded powerhouse offerings, TR 3960X and 3970X slated for later this month
- Blizzcon: Blizzard uh, "apologizes", announces Diablo 4 and Overwatch 2
- WoW phase 2 launches, meaning PvP rankings and hell unleashed on lowbies who chose PvP servers
- Path of Exile 2 announced, won't be a separate sequel and you can migrate your existing Path of Exile gear and other progress, all new 7-act story that takes place 20 years after the existing game
- Red Dead Redemption 2 lands on PC
- Outer Worlds lands, often said to be what people had hoped that Fallout would turn out to be

Personal gaming
- World of Warcraft Classic
- Dance Dance Revolution
- Pump It Up XX

Ad-hoc design
- Lasso physics game
- Enemies are impervious to contact with the player, but luckily you are equipped with a rope, and somehow skilled with a lasso!
- Defeat enemies by wrangling one of them up and whipping them into another enemy.
- Maybe lasso isn't a good idea, maybe Indy whip style stuff goes on
- Cooldown on the whip, you can only whip it when a meter shown at the top illustrates that your whip is ready
- Enemies will charge, hide behind obstacles, and even attempt to split up from each other
- If you whip an enemy and don't fling it somewhere, after a short amount of time they will instead whip *you* around, so be deliberate
- Generally the best velocity you can attain is from whipping the enemy toward and behind you, since you can pull that direction way better