

Round 76 - Find Your Center

Audio recording: <https://zerohour-productions.net/recordings/insertcredits/R76%2007%20Feb%202020.mp3>

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

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Adam

Music

- [Vurez - It's Our Time - The Goonies \(OC ReMix\)](#)
- [Sir NutS, Usa - Firefly - Mega Man X5 \(OC ReMix\)](#)

Topics

- \$10 million judgment against Nintendo for Wii/Wii U motion control patent reversed; patent invalidated (<https://arstechnica.com/gaming/2020/01/court-reverses-10-1-million-judgement-against-nintendo-in-wii-patent-case>)
- *Rocket League* (originally by Psyonix, now an Epic Games' property) to drop native support for Linux, Mac OS; cites DirectX 9 -> 11 support, low player proportions (never mind that Psyonix - a _much smaller team_ prior to their acquisition by Epic Games - had managed to maintain it thus far) (<https://arstechnica.com/gaming/2020/01/rocket-league-will-drop-support-for-mac-linux-versions-in-march/>)
- Atari (???) opening "video game hotels" (???!!!) around the US (<https://www.inputmag.com/gaming/atari-is-opening-eight-video-game-hotels-across-the-us>)
- First completion of "Haunted Max Low No Gold Hell" Spelunky run in 19:45, by Kinnijup (no gold, all sub areas, no equipment beyond starting [besides key items to access Hell], complete Hell)

Personal gaming

- RONIN (now complete)
- Sky Adventure (Shmup Book Club, Jan)
- MOTHERGUNSHIP (now in progress)
- ZeroRanger (Shmup Book Club, Jan-Mar)
- Blazing Star (Shmup Book Club, Feb)
- Assault Android Cactus (Mega Campaign runs, Infinity Drives)

Ad-hoc design

- "Perfect" stealth
- Top-down or side-on
- Get from one end of a map (building, field, forest, etc) to the other as fast and stealthily as possible
 - Cameras, microphones, guards have sight / hearing radius, cones, etc
 - Start at "perfect" base score from the beginning
 - End base score based on how many times you are (or are not) detected
 - By sight, sound - directly on/from player

- By deformation of environment (or objects, geometry, etc) within visibility of detectors
 - Footprints persist depending on how fast you move while on certain materials! (or how hard you land on certain surfaces)
 - (Can be as loud / destructive as you want in areas permanently outside detection)
- By displacement of objects (can pick up / move / use most things, but will negatively affect score!)
 - If incomplete, % of completion (distance from end) applied to base score
- Fail level if actively "seen" by a detector
 - Always possible to complete level with "perfect" base score - no one / nothing sees / hears you, you don't affect anything permanently (within visual / hearing range)
- Time bonus multiplier applied to base score on completion
 - No failure for taking too long, but also if "time" runs out, but then no multiplier

Shane

Music

- [Hanging Waters - Groove Buster - Deltarune \(OC ReMix\)](#)
- [Bluelighter - Peace and Bliss - Final Fantasy X \(OC ReMix\)](#)

Topics

- Nvidia launched its 'GeForce NOW' streaming gaming service on 4 February, allowing you to play games you already own on certain platforms..?
- *The Legend of Zelda: Ocarina of Time* any% speedrun now below 10 minutes with new arbitrary code execution methods found, with a credits warp possible in Kokiri Forest
- *The Legend of Zelda: A Link to the Past* now has a somaria block clip in Ice Palace that skips several rooms by forcing Link into a wall and allowing him to clip through to the other side
- Vlad finished his first-ever 100% playthrough of *The Legend of Zelda: A Link to the Past* between the drive out to Seattle and our January visit!
- The Nintendo Switch overtakes the SNES in total sales with more than 52 million units sold

Personal gaming

- *Tetris: The Grand Master*

Ad-hoc design

TITLE:	<i>Labyrinth</i>
GENRE:	Twin Stick Puzzle/Platformer
PLAYERS:	1
INPUT METHOD:	Controller
GRAPHIC STYLE:	3D
AUDIO STYLE:	Suspenseful
POV:	Second/third-person hybrid
STORY:	None
HOOK:	You are both the person controlling the labyrinth puzzle and the ball that rolls through it; the ball itself has some ability to control where and how fast it moves, and control between the puzzle tilting and the ball switches frequently
INVENTORY:	None
MECHANICS:	Navigate the various labyrinth puzzles by both controlling the puzzle's tilt itself and by moving the ball, depending which control scheme is active when
OBJECTIVE:	Complete the puzzles as quickly as possible

Tony

Music

- [RebeccaETripp - Empty Nest - Legend of Zelda: Link's Awakening \(OC ReMix\)](#)
- [Deedubs - The Silver Crystal - Skies of Arcadia \(OC ReMix\)](#)

Topics

- Threadripper 3990X lands, still not a “datacenter cpu”, 64C 128T
- Warcraft 3: Reforged. Oh dear.. tough investor call for Blizzard’s J. Allen Brack, alternate refund policy (by request instead of “nope”) - all due to missed commitments and promises made about the game
- Playstation 5: “we don’t know how much it’s going to cost”
- MicroProse is back! Teasers for their next project appear to be simulation, good ol’ stomping grounds
- AWE64 Legacy preorder announcement imminent (source: Vogons forum), announced 1/30 “within the next week or two weeks”

Personal gaming

- *World of Warcraft Classic*
- *Tony Hawk’s Pro Skater 2*
- *Forsaken*
- *Dance Dance Revolution*
- *Pump It Up XX*
- *Extreme G 2*

Ad-hoc design

- A skating game a la Tony Hawk’s Pro Skater, but futuristic
- Rocket launchers, outrageous weaponry, and you gotta manipulate it all on either a skateboard or rollerblades.
- Fast paced, either first or third person
- Hold the lock button for target lock, different buttons will activate different slots in your arsenal
- Opponents that lose all their HP will ‘splode and leave all their inventory around for others to salvage
- Classic Quake/Doom style, you are a walking arsenal, carry literally every weapon at once if you wanna
- Arena style maps, team deathmatch, lobby, etc
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