

# Round 79 - Biohazard

**Audio recording:** <https://zerohour-productions.net/recordings/insertcredits/R79%2008%20May%202020.mp3>

**Multimedia:** <https://www.youtube.com/watch?v=9gaHDEveoOo>

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## Adam

### Music

- [halc - Oh Daisy, Daisy! - Super Mario Land \(OC ReMix\)](#)
- [Reuben6, Gamer of the Winds - A Toadstool Mix... - Legend of Zelda: Link's Awakening \(OC ReMix\)](#)

### Topics

- (reported day-of prev show - 17 Apr, but missed) Riot Games posts \$100k bug bounty for flaws found in kernel-level (Ring 0) anti-cheat driver Vanguard (<https://www.invenglobal.com/articles/11003/riot-games-is-offering-up-to-100000-to-whomever-can-prove-security-flaws-in-vanguard-valorants-anti-cheat-system>)  
...allows disable / uninstall from system tray, but still required to play *Valorant*, and requires reboot between each operation
- But wait, there's more! Multiple ongoing reports of Vanguard silently disabling all sorts of other drivers - mice, keyboards, GPU fan controls, sound, LED controls, and more - rendering systems unusable (disabled input devices) or running much hotter than desired (disabled fans)
- Significant uptick in Nintendo account compromises, most from "legacy" Nintendo Network ID linkages; Nintendo suggests 2FA, unlinking legacy IDs (the latter - instructions not easy to find) (later: 24 Apr - confirms 160k accounts accessed) (<https://arstechnica.com/gaming/2020/04/nintendo-isnt-saying-so-heres-how-to-fend-off-the-account-hijacking-spree/>)
- Epic Games Store now requires 2FA to redeem "free" games

### Personal gaming

- CrossCode (now in progress)
- Guwange (Shmup Book Club, Apr-Jun)
- Gradius V (Shmup Book Club, Apr-Jun)
- Sonic Wings Limited (Shmup Book Club, May)
- Assault Android Cactus (\*)

### Ad-hoc design

- Shmup in reverse
- Premise: the war has been won, the enemy defeated, but now the "hero" must make it back home - no cutscene / fade-out for you
  - Standard "difficulty" progression - enemy reinforcements are on their way

- Levels start out as mostly terrain / object avoidance - the “end” of the previous game starts in the heart of the destroyed enemy armada: lots of debris, some lingering enemy fighters
- Uh oh! Your ship is low on energy from using all those power-ups up to and during the final battle!
  - Each “level” requires you to stay under a certain energy usage throughout
    - At the “start”: pick one power-up to disable - downgrade your weapons, remove shields, decrease mobility (ship speed / agility)...
    - ...then fire as little as possible, and in strategic ways, to navigate to the end of level
  - The end-game - you’ve disabled all your ships systems, save for basic movement and weapon, but it’s still not enough
    - Penultimate level: fire your engines one more time, then cut them entirely - “speed” + “rail-shooter” level
    - Final level - the last enemy reinforcements are here, but you need full power to engines to escape; cut your weapons entirely...and your life support

# Shane

## Music

- [Jorito, Earth Kid - Unchain Me - Final Fantasy IX \(OC ReMix\)](#)
- [Mazedude, Dhsu - Dragonborn Concerto - Skyrim \(OC ReMix\)](#)

## Topics

- EA's upcoming titles can (somehow) be upgraded to run on next-gen consoles free of charge
- Switch sales soar past 55 million units as Nintendo profits from quarantine orders
- *Halo 2: Anniversary*, as part of the *Master Chief Collection*, releases on 12 May
- MicroProse, under new ownership, comes back and announces three new games after an 18-year 'hiatus': Triassic Games' *Sea Power*, Second Front's *Hexdraw*, and Drydock Dreams' *Task Force Admiral*
- Amazon Games announces its free-to-play team-based shooter, *Crucible*, releasing 20 May on Steam

## Personal gaming

- (none)

## Ad-hoc design

TITLE:	<i>Dead of Night</i>
GENRE:	Choose-your-own-adventure branching noir narrative
PLAYERS:	1
INPUT METHOD:	Keyboard/mouse; controller
GRAPHIC STYLE:	Cel-shaded w/ HDR
AUDIO STYLE:	Realistic instruments; style varies on scene
POV:	First/third alternating
STORY:	Mateas, a burgeoning author with his roots in the heart of Chicago, stumbles upon a snarling beast's murder scene while out for one of his late-night walks and flees, not wanting to become its second victim. He races for help and returns to the scene, nothing is amiss; the blood and entrails splattered everywhere nowhere to be found. What was that beast? How could it not have been real? Mateas, determined to find the truth, starts his descent into madness and enters a horrifying realm for answers.
HOOK:	While hints of the beast are seen throughout the game, it never comes into full view. On his journey, Mateas nearly becomes its prey, but escapes with his life... and a curse.
INVENTORY:	Detective garb, a relic to control shape, firearms and ammunition of various materials
MECHANICS:	'Second sight' - Mateas uses his newfound senses to peer beyond the veil of normalcy to uncover horrifying scenes and the greater truths therein. Controlling shape - opportunities arise in the game to choose one form or the other, and based on an unseen luck stat, the player's choice will or will not succeed. Hiding Beyond the Veil - hiding notes and clues in plain sight that ordinary people can't perceive
OBJECTIVE:	Discover what greater truth exists in Chicago's darkness and try your hand at ending the cycle

# Tony

## Music

- [WillRock - A Beakful of Beatdown - Tangledeep \(OC ReMix\)](#)
- [Jorito, Earth Kid, GuitarSVD - Across the Hills - Final Fantasy IX \(OC ReMix\)](#)

## Topics

- Sony (obo Naughty Dog) issues copyright takedowns over videos discussing anything related *The Last of Us 2* leaks, Streisand effect anyone? They've even targeted memes, and you **know** what happens when memes are under attack
- Ryzen 3300X and 3100 launches May 21, one day after Intel's 10th gen release on the 20th. Benchmarks illustrate even these budget Ryzen processors are plenty capable of gaming. The 3300X sits around the 7700K level of performance..for just \$120 (for comparison, at the time of this writing, the 7700K retails for over \$500 still)
- Valve cuts off SteamVR support on MacOS, mentions they'd like to focus more on Windows and Linux.

## Personal gaming

- *World of Warcraft Classic*
- *Dance Dance Revolution*
- *Duke Nukem 2*
- *Halloween Harry*
- *Celeste*
- *Transport Tycoon Deluxe*

## Ad-hoc design

- Tamagotchi like, but it's a whole house of 20 pets all at once
- For added challenge (and payday), take on your neighbor's pets as well (hope they play nice)
- Adequately pet, feed and walk your way to VICTORY
- At the end of each day, you will be scored per pet on how well you took care of them, the number will go down if you messed up significantly enough - some may fall ill, go hungry, or simply heck off (how'd they escape? Who knows!)
- Random events may also change the number of animals under your care - taking in a surprisingly friendly wild fox, your neighbors didn't have their pets spayed or neutered so now you have an extended pet family, some straight up got stolen :<, etc etc