

Round 81 - New Management

Audio recording: <https://zerohour-productions.net/recordings/insertcredits/R81%2031%20Jul%202020.mp3>

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

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Adam

Music

- [Tune in with Chewie - Chillaxing Day - Undertale \(OC ReMix\)](#)
- [LongBoxOfChocolate - Galaxy Drifter - Super Mario Galaxy \(OC ReMix\)](#)
- [about:blank - Treacherous Road - Sword of Vermillion \(OC ReMix\)](#)

Topics

- Analogue Pocket - new handheld device for GameBoy/Color/Advance carts - hardware FPGAs, not software emu; also supports adapters for Sega Game Gear, Atari Lynx, Neo Geo Pocket Color carts; \$200 pre-order avail 03 Aug; also has Dock (+\$100) w/ HDMI out, 2x USB-A, 1x USB-C (ext controller support)
- *Carrion* - action/exploration game where you take on the role of a Giger-esque horror, trying to escape/consume a research lab
- *Rocket League* - formerly from independent studio Psyonix (since acquired by Epic Games) - to be delisted from Steam as it goes F2P (self-inflicted); future support through EGS or console versions, muddy info on cross-platform play
- *EX-Zodiac* - on-rails third-person shooter w/ heavy OG *Starfox* and *Space Harrier* vibes - meets 250% of Kickstarter goal
- Per Boris: massive update for Fantasy Strike; F2P (except for certain friend / matchmaking features)
- ID4L coming up - 17, 19, 21 Aug (maybe more); supporting Extra Life; 2x Switch copies of AAC+ as prizes

Personal gaming

- Full Metal Furies (now complete)
- Hades (now in progress)
- Gradius III arcade (!!) (Shmup Book Club, Jul)
- Assault Android Cactus (*)

Ad-hoc design

- In no way inspired; nope; not at all
- Premise - arcade-style construction work simulator
 - ...but you're the only construction worker contractor on site
 - 7 in-game days to keep the building standing and/or in good repair, then you get paid and you're out of there
- Gameplay

- Keep a building from collapsing under its own weight
- Repair or improve while the residents, workers, and management of the building are going about their days
 - Wear/tear and general (in)stability effected in diff amounts at diff times of day
 - Day = heavy traffic, some specific paths/areas more than others
 - Night = less traffic, less risky to do longer tasks and quickly repair things in parts of the building before occupants notice / complain
 - Some actions take a long time to complete, e.g. repairing foundation, but are great for long-term
 - Some actions are quick - e.g., duct tape, glue, etc, but don't last very long
 - Some actions are unattended, some require your presence
- Can fast-forward time to complete repairs, pass the day/night
- Overall balance of building affected by foundation strength, weather, other minor factors
 - Can rebalance building by shifting its contents, but don't try that in view of occupants
- Scoring
 - Start w/ base amount of points at the beginning of a day
 - Points "consumed" as you use materials to keep the building up, repaired, etc
 - Heavy point deductions for receiving "complaints" from building occupants
 - Essentially, whenever they notice something broken
 - Game over if building collapses before 7 days are up
 - Bonus points at end of 7 days for general condition of building, leftover supplies
 - Extra bonus for amount of time spent using fast-forward
 - Extra-extra bonus for how long the building will stay up; "simulation" runs at high speed until building would collapse (w/o player intervention, repairs, etc)
 - Trade-off between supplies bonus and time-standing bonus - can play fast/loose, or careful and ensure the building stands the test of time

Tormod

Music

- [Mak Eightman - Burning Shine - Super Mario Brothers 3 \(OC ReMix\)](#)
- [Elrinth, PsyNES - The Bubbleologists - Mega Man 2 \(OC ReMix\)](#)
- [Eladar - Volcanic Glass - Sonic and Knuckles \(OC ReMix\)](#)

Topics

- *Eiyuden Chronicle: Hundred Heroes* [Kickstarter](#) announced by Rabbit & Bear Studios -- a modern take on classic 3D JRPG elements that draws inspiration from *Suikoden* and *Octopath Traveler*. The original goal of \$500,000 was met, and the project now stands at over \$2M with over three weeks remaining
- Massive *Banjo-Kazooie* + *The Legend of Zelda: Ocarina of Time* crossover romhack, [The Legend of Banjo-Kazooie: The Jiggies of Time](#) released and reviewed very positively
- Another *Ocarina of Time* romhack released: [The Legend of Zelda: The Missing Link](#). This one takes place between the events of *Ocarina of Time* and *Majora's Mask*, but is its own distinct game
- *Phantasy Star Online 2* set to release on Steam on 5 August joined by Valve-themed content

Personal gaming

- *Tetris: The Grand Master*
- *Octopath Traveler* (PC)
- *The Legend of Zelda: Breath of the Wild*

Ad-hoc design

TITLE:	<i>Aiming for Love</i>
GENRE:	Dating Sim + Third Person Shooter
PLAYERS:	1
INPUT METHOD:	Twin stick
GRAPHIC STYLE:	a la <i>Pet the Pup at the Party</i>
AUDIO STYLE:	90s rock, but very obviously rendered from soundfonts
POV:	Third-person, obviously
STORY:	LOCK AND LOVE, BABY: In our post-apocalyptic world, factions of survivors formed territories and villages therein in order to pool resources and work together toward survival. Travel between these territories is strictly forbidden, but teens desperate for contact from outside their walls created a primitive, but effective, dating network powered by hopes and dreams. Of course, this meant traveling away from their home territories became necessary, but in the pursuit of love, anything goes..
HOOK:	Can't go on dates unless you go in-person, so you'll be fighting your way to your agreed-upon venue in a thrilling PvE fight for your life.. love.. whatever. It wouldn't be a dating sim if you didn't go on multiple dates, but once you DO find a compatible lover, the game moves into duos with your AI lover against all those who would stand against your probably-not-intelligent union. And who knows -- maybe this post-apocalyptic clusterfuck of a love story will unify the territories or some heartwarming shit like that
INVENTORY:	Guns, bullets, sweat, a lack of common sense
MECHANICS:	Use weapons, sometimes improvised, to fight your way between territories, where you'll participate in silly dating sim mini games to see if risking it all for your date was actually worth your time
OBJECTIVE:	Find your true love by means of carnage and unchecked violence