

Round 85 - The Worst Santa

Audio recording: <https://zerohour-productions.net/recordings/insertcredits/R85%2011%20Dec%202020.mp3>

Multimedia: <https://www.youtube.com/watch?v=vfuWpqDcA6M>

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MrBond

Music

- [Lashmush - Devil's Lament - Doom \(OC ReMix\)](#)
- [David L Puga, Mak Eightman - And Hell Followed Him - Darksiders II \(OC ReMix\)](#)
- [Jamphibious - Great Success - Shin Megami Tensei: Persona 4 \(OC ReMix\)](#)

Topics

- Early Nov ransomware attack on Capcom; initial claim of no data leaked, but after internal investigation - personal information of up to 350k people was stolen - names, addresses, phone numbers, emails; passport info and signatures of employees may also have been leaked
- Apple lowers their cut of revenues thru the app store to 15% (...for those grossing under \$1M in a year)
- Nicalis (boooooo, assholes) files DMCA takedown against Cave Story Engine 2 (repo on GitHub); purely reverse engineered, open source, contains no licensed content, and has some basis from the earliest totally free freeware version, from Daisuke "Pixel" Amaya
- Nintendo (...) sends C&D to Smash Melee tournament, The Big House; tourney intended to move to purely online (...because, pandemic?); C&D probably because: Slippi - open source software w/ fully functioning rollback netcode created by fans for online Smash matches
- Per ^^, large Splatoon 2 tournament was eventually canceled - top 4 teams (after bracket matches) renamed selves to be Smash-related, in solidarity; next top 4 were invited to replace, but declined, also in solidarity; livestream cancelation cited "unexpected executional challenges" aka bullshit
 - Top participants went on to form their own tournament (The Squid House), w/o Nintendo support, donation supported prize pool of \$25k (\$3k excess went to charity)

Personal gaming

- Spelunky 2 (still in progress)
- Super R-Type (Shmup Book Club, Dec)
- DDP DFK (Shmup Book Club, Q4 Oct-Dec)
- Overload, Darkest Dungeon (Sun longplays)
- Risk of Rain 2 (co-op)

Ad-hoc design

- Survival horror zombie apocalypse (very original)
 - 2D but voxel-ish, still lo-fi graphics
 - Twin-stick-ish
 - Large area, but w/ very clear outer boundary

- Interior populated by burned out buildings, rubble, zombies (of course)
- Turn certain tropes on their head
 - Colorful: not gray / dull / brown / dark - bold, vibrant colors, esp for item pickups, interactables, even enemies
 - Non-linear: waist-high fences won't stop you
 - ...neither will walls, or doors...or anything that you have enough time / equipment / weaponry to blast thru
 - Escort missions: none! It's just you - survive as long as you can
 - Inventory management: none! (almost)
 - Whatever weapons you can hold (in either hand / both hands), and one reserve slot on your back
 - A couple tool slots
 - A satchel full of scrap (for "crafting")
 - Crafting: none! (almost)
 - Can rebuild walls, doors, barriers, ladders, bridges, etc even if they are completely destroyed - just need to pick up scraps of their former selves first
 - Esoteric, obtuse puzzles: none! Just survive.
 - Weird, obvious villain: none! You won't survive long enough to find out who made the T-virus.

Tormod

Music

- [RebeccaETripp - Chariot of the Moon - Final Fantasy IV \(OC ReMix\)](#)
- [Gunderslam - The Butcher of Blaviken - The Witcher 3: Wild Hunt \(OC ReMix\)](#)
- [Arboreality - about:blank - The Guardian Legend \(OC ReMix\)](#)

Topics

- AMD releases their 6000-series GPUs with a quantity that makes Nvidia look like kings
- Typical of AMD, their 6000-series hardware is rock solid, but the drivers behind it severely limits the GPUs and causes such poor performance in some games that even the RTX 3070 gets better and more consistent framerates
- *Cyberpunk 2077* finally released with 8 million preordered copies and major issues on both Xbox and PS... though more seriously, it includes scenes deliberately made to emulate an epileptic episode, which.. to no one's shock.. induces epileptic seizures. CD Projekt Red's ignorance was rewarded when their stock fell 29% as launch approached
- Microsoft's new Xbox games studio, The Initiative, dropped a tasty trailer at The Game Awards for... guess the series getting a reboot? Anyone? It's [Perfect Dark!](#)
- 2.2 million yuan worth of RTX 3090 GPUs stolen in heist from MSI's hardware factory in China; inside job suspected

Personal gaming

- *The Legend of Zelda: Breath of the Wild*
- *Mario Kart 8*

Ad-hoc design

TITLE:	<i>Shimmering Existence</i>
GENRES:	Puzzle + Run 'n Gun
THEMES:	Relationships + Administration
PLAYERS:	1-2
INPUT METHOD:	Gamepad, keyboard/mouse
GRAPHIC STYLE:	<i>CODBLOPS</i> -inspired
AUDIO STYLE:	Taking itself far too seriously, orchestral electronica
POV:	First- or third-person
STORY:	You and a fellow special ops agent are sent to respond to an urgent distress call from one of Earth's many space stations orbiting the planet, only to find its human inhabitants have eerily disappeared.. all their tasks and goings on intact, as if they suddenly vanished from existence. No immediate signs of struggle found, you and your partner try to find clues to solve this unsettling mystery, only to discover a terrifying truth.
HOOK:	Your survivability depends entirely on decisions you make (single-player mode) with your AI companion, or your communication and ability to work in tandem with a friend in two-player mode
INVENTORY:	Tactical armor, weapons, stealthy communications and cloaking devices, various incendiaries, survival knife, flash light (limited total power)
MECHANICS:	Follow instructions and clues found throughout the story to learn how to progress, then execute those mechanics
OBJECTIVE:	Undo the damage, save the occupants, and don't die