

Round 87 - Creating a New Normal

Audio recording: <https://zerohour-productions.net/recordings/insertcredits/R87%2012%20Feb%202021.mp3>

Multimedia: <https://www.youtube.com/watch?v=BY6pSL1Wdzk>

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MrBond

Music

- [Diggi Dis - It's Been a Wily - Mega Man 2 \(OC ReMix\)](#)
- [ymK - Zeal - Chrono Trigger \(OC ReMix\)](#)
- [SPIRAL_SYSTEM - Malicious Intent - Streets of Rage 2 \(OC ReMix\)](#)

Topics

- YoYo Games, makers of GameMaker Studio, acquired by...Opera? (yes, the web browser co.); previously bought by Playtech in 2017; will be part of Opera Gaming, alongside ""gamer-focused"" browser Opera GX - <https://www.rockpapershotgun.com/2021/01/19/game-maker-creator-yoyo-games-bought-by-browser-developer-opera/>
- Fan port (of mobile ports) of *Sonic 1 + 2* to PC can zoom _way_ out - <https://arstechnica.com/gaming/2021/01/pc-fan-port-of-early-sonic-games-lets-you-zoom-the-camera-way-way-back/>
- Microsoft announces significant price increase for Xbox Live Gold; backtracks ~14 hours later - <https://news.xbox.com/en-us/2021/01/22/update-on-xbox-live-gold-pricing/>
- 11 years later, uncensored version of *L4D2* (censored in Germany, Australia) finally cleared for release in Germany - <https://www.engadget.com/left-4-dead-2-uncensored-germany-122252958.html>
- EU consumer group levels class-action at Nintendo for joycon drift (sidebar: PS5 controllers are showing similar analog stick drift) - <https://www.bloomberg.com/news/articles/2021-01-27/nintendo-faces-complaint-over-joy-con-drift-on-switch-console>
- ROM of previously unfinished/unreleased port of *N64 GoldenEye 007* for Xbox 360 found in the wild (...and archived); includes full SP campaign, 3 extra multiplayer levels that were not in original

Personal gaming

- Return of the Obra Dinn (now complete)
- Untitled Goose Game (now complete)
- Katana ZERO (now complete)
- Blazing Lasers (SBC, Feb)
- Parsec47 (SBC, Jan-Mar)
- Noita (longplay)
- Sat grab-bags: Monolith (OHKO), Everspace (hardcore mode), ALttP rando (w/ enemizer), Bloodstained (classic + rando)

Ad-hoc design

- Turn-based cosmic travel planner
- Plot route across galaxies in X turns or less
 - Use less turns = bonus points
 - Game over if destination not reached in allotted turns
- Need to navigate around hostile space
 - Passive: black holes, novas / supernovas, nebulae, asteroid belts, planetary and star gravities
 - Active enemies: aliens!
- As turn "runs", other elements (^) also take their turns
 - Gravity and space environments take effect,
 - Enemies move toward / attack

Tormod

Music

- [theStyg - And the Woods Shall Dance - Legend of Zelda: Ocarina of Time \(OC ReMix\)](#)
- [SpaceGhost - The King of All Monsters - Undertale \(OC ReMix\)](#)
- [AlmightyArceus - EEVEE Used Swift! - Pokemon Diamond \(OC ReMix\)](#)

Topics

- CD PROJEKT RED hacked, with source code to major games like *The Witcher 3* and *Cyberpunk 2077* held ransom; data instead sold to an outside bidder
- Speedrunner joedun completes *The Legend of Zelda: Breath of the Wild* 100% Damageless category in 31 hours, 59 minutes, and 9 seconds -- a world first
- *Mass Effect Legendary Edition* - a 4K remaster - releasing for PC on 14 May
- Nintendo revisiting *The Legend of Zelda: Phantom Hourglass*? New trademark registered, hinting at a potential future release
- An artist-signed *Magic: The Gathering* Black Lotus card from Alpha in mint condition sells for \$511,100 at auction

Personal gaming

- *Bravely Default* (ongoing)
- *Tetris 99*

Ad-hoc design

TITLE:	Dueling Deities: Bloody Hell featuring Godz with Gunz Part 3.5: Godz Gun Wild
GENRES:	God game / FPS
THEMES:	Perception
PLAYERS:	2 - ?
INPUT METHOD:	Tank controls
GRAPHIC STYLE:	Visual clarity is paramount - simplistic solid colors a-la PtPatP
AUDIO STYLE:	Strong stereo / positional
POV:	FPS, duh
STORY:	Pantheon of deities get bored w/ humanity, turn to bloodsport among selves
HOOK:	Inverted fog-of-war - can see other players at a distance, but they disappear close-in
INVENTORY:	Variable damage distance weapons - damage falls off sharply with range; projectiles visually change w/ distance; properties (like weight/gravity, accuracy, etc) also change; one-time use (retrievable) short-mid distance powerful weapon (knife), can steal/catch thrown knives w/ or w/o bullet time; power-up: Ambrosia / wine - mystery effect, good or bad
MECHANICS:	see above
OBJECTIVE:	Win the battle - up to 10, 15, 20... last man standing, capture the flag - standard FPS game modes