

# Round 96 - Speed-Based Archetype

**Audio recording:** <https://zerohour-productions.net/recordings/insertcredits/R96%2012%20Nov%202021.mp3>

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

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## MrBond

### Music

- [Chernabogue, Cyril the Wolf, Furilas, HeavenWraith - Fire and Flames - Golden Sun \(OC ReMix\)](#)
- [wildcaml - First Time Down Here? - Metroid \(OC ReMix\)](#)
- [Black Ace - Nicht Walk - Teenage Mutant Ninja Turtles \(OC ReMix\)](#)

### Topics

- Ongoing Activision/Blizzard stuff - 20+ fired following harassment claims / suits; many senior-level personnel, more others face disciplinary action (no C-levels, though, hmmm) - <https://www.engadget.com/activision-blizzard-fired-20-employees-harassment-cases-112540361.html>
- Epic Games Publishing picks up Spry Fox (*Cozy Grove*, *Alphabear*, *Road Not Taken*), Eyes Out (co-founded by *Spec Ops: The Line* director and NiN guitarist)
- Linux kernel 5.16 to see mainline support for Nintendo Switch controllers, both Bluetooth and USB - [https://www.phoronix.com/scan.php?page=news\\_item&px=Nintendo-HID-For-Linux-5.16](https://www.phoronix.com/scan.php?page=news_item&px=Nintendo-HID-For-Linux-5.16)
- Oculus Quest to be relieved of required Facebook account; Oculus Quest 2 (now Meta Quest 2, ugh) still unknown, outside teenager's hack mentioned last round - <https://www.pcgamer.com/oculus-quest-vr-headsets-to-eliminate-mandatory-facebook-account-log-in-requirement/>
- Netflix to start including...Android games, as free perk for subscribers? - <https://arstechnica.com/gaming/2021/11/netflix-now-comes-with-free-android-video-games-for-paying-subscribers/>
- N64 Collection on Switch is...kind of a bummer; not-great video emulation, input lag, weird controls... - <https://arstechnica.com/gaming/2021/10/n64-collection-goes-live-on-nintendo-switch-and-its-a-me-disappointment/>

### Personal gaming

- NeuroVoider (now complete)
- Streets of Rogue (now in progress)
- Viper Phase 1 (Arcade, SBC, Nov)
- Progear (Arcade, SBC, Oct-Dec)
- Vulture (Nethack 3.6.6)
- Sun longplay: Spelunky 2

# Tormod

## Music

- [\*Bolero of Bolero of Fire\* by Evan Wardell from \*The Legend of Zelda: Ocarina of Time\* \(OC ReMix\)](#)
- [\*The Goose is Loose\* by Audio Mocha from \*The Legend of Zelda: Skyward Sword\* \(OC ReMix\)](#)
- [\*It's Dangerous to Go Alone\* by dPoten from \*The Legend of Zelda: Ocarina of Time\* \(OC ReMix\)](#)

## Topics

- Tech companies entering or teasing entering the “Web 3.0” space with their products; users protest Discord’s teaser by cancelling Nitro and spreading the word far and wide
- Valve’s Steam Deck handheld delayed until 2022 February
- Chip shortage continues, leads to such things as... an entire truckful of Nvidia GPU’s being stolen in a heist? PS5 shortages well into 2022 and beyond?
- Apple announces new MacBook Pros with M1 Pro and M1 Max ... APUs? Tested Windows 11 arm64 game performance in a VM with Steam (amd64!) and was NOT disappointed
- *Final Fantasy V Pixel Remaster* released

## Personal gaming

- *Faster Than Light: Advanced Edition*
- *Final Fantasy V Pixel Remaster*
- *World of Goo*

Ad-hoc design - <https://letsmakeagame.net/game-idea-generator/>

TITLE: Tom Kerry in: Crime of Existence  
SETTING(S): Sidescroller; no weapons; distant future; murder mystery  
PLAYERS: 1.5 (guest starring Wagson, the space werewolf, as your assistant)  
INPUT METHOD: Gamepad (or equivalent)  
GRAPHIC STYLE: Cyber / space-noir  
AUDIO STYLE: Cyber / space-noir  
POV: Action-platforming sidescroller; takes place in a small-ish dystopian-ish neighborhood of True Neutrals  
STORY / HOOK: Murder wasn't actually a murder, someone simply ceases to exist...because of copious time travel; various philosophical questions on the nature of being...and murder  
INVENTORY: Plenty of collectible maguffins, evidence, trigger points  
MECHANICS: Metroid-vania-Clue-like; standard get items/abilities, return to / retread areas; some manner of time travel; conversations w/ various characters leading to existential questions on whether they do / want to exist; as you unravel parts of the mystery, memories fade / change, to the point where the murder doesn't really happen, because the target ceases to exist  
OBJECTIVE: Solve the murder mystery / whodunit...and don't wreck time