

Round 97 - Go Away, Old Year

Audio recording: <https://zerohour-productions.net/recordings/insertcredits/R97%2017%20Dec%202021.mp3>

Multimedia: https://www.youtube.com/watch?v=W5Cab_bWEYg

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MrBond

Music

- [faRk - Harding - Mega Man 3 \(OC ReMix\)](#)
- [Spaceroast - Tal Tal Funkin - Legend of Zelda: Link's Awakening \(OC ReMix\)](#)
- [MkVaff - Burning Up the Floor - Mega Man 9 \(OC ReMix\)](#)

Topics

- Ongoing Activision/Blizzard stuff:
 - Raven Software (subsidiary of Activision, based in Madison, WI) - walk-out staged to protest layoff of 12 contracted QA, despite record profits / year for *CoD: Warzone*; demand reinstatement as full employees
(<https://arstechnica.com/gaming/2021/12/call-of-duty-warzone-developers-organize-walkout-to-protest-layoffs>)
 - State treasurers(???) now joining growing chorus speaking out against ActiBlizz' mishandling of...everything (<https://www.engadget.com/state-treasurers-activision-blizzard-203657198.html>)
 - Employees on open-ended strike, and union drive - A Better ABK
(<https://arstechnica.com/gaming/2021/12/activision-blizzard-workers-announce-open-ended-strike-and-union-drive/>)
- Twitch finally doing something about ongoing, pervasive problem of ban evasions - using machine learning, various back-end stats to detect problematic users, shadowban automatically (and give option for moderators to review / full ban)
(<https://arstechnica.com/gaming/2021/12/twitchs-ban-evasion-toolset-an-intriguing-step-in-moderation-chat-and-mouse>)
- First North American game development studio to unionize - Vodeo - via CWA's Campaign to Organize Digital Employees
(<https://www.engadget.com/first-games-union-vodeo-cwa-north-america-165537268.html>)

Personal gaming

- Streets of Rogue (now complete)
- Orbital Bullet (now complete)
- Death's Door (now in progress)
- Strike Gunner STG (Arcade, SBC, Dec)
- Progear (Arcade, SBC, Oct-Dec)
- Vulture (Nethack 3.6.6)
- Sun longplay: Spelunky 2

- Massive multiworld - 10 people, 17 worlds, 3,000+ items; Secret of Evermore, LttP, Factorio, Super Metroid, Risk of Rain 2

Tormod

Music

- [Cold Boot](#) by 744 from *FTL: Faster Than Light* (OC ReMix)
- [Crime Boss Nomad](#) by ardklaw from *SaGa Frontier* (OC ReMix)
- [Everstreams Through Evermore](#) by Brink-of-Time from *The Secret of Evermore* (OC ReMix)

Topics

- Activision Blizzard is a shitty company, and Bobby Kotick is a worthless human being who knew about and participated in rampant sexual harrassment in the workplace; employees staged a walk-out, but Activision Blizzard stood their ground, pledging their support for their CEO
- Ubisoft announces 'Ubisoft Quartz', its platform for NFT gaming, and its ""energy-efficient"" NFTs; Internet lashes HARD against them; Ubisoft pulls announcement video after it was absolutely destroyed with criticism and hate
- *Final Fantasy VII Remake Intergrade* (???) arrived on PC via the Epic Games Store on 16 December for a whopping \$70 USD; publishers rationalizing price hike, stating a \$10 price increase hasn't happened in over a decade
- Zelda-like *Tunic* finally gets release window of March 2022, wherein the protagonist is a very clever fox
- A Hungarian neuroscientist is [training rats to play Doom II](#) and is contemplating streaming it on Twitch

Personal gaming

- *Mario Party 8*
- *Mario Kart 8 Deluxe*
- *Wheel of Fortune 64*
- *Mario Kart 64*
- *Klondike (Solitaire)*
- *Super Mario Bros. pinball table*
- *Terminator II: Judgment Day pinball table*
- *Doctor Who pinball table*
- *Galaga*

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

TITLE: <untitled>
SETTING(S): VR / visual novel, take one leave the rest, world war, temptation
PLAYERS: 1
INPUT METHOD: Simple selection of dialogue options; single button presses
GRAPHIC STYLE: Noir
AUDIO STYLE: Audio stabs for indicators / grab attention; positional / spatial audio
POV: VR / first person
STORY / HOOK: It's war! Almost. Pick sides, and then re-pick sides.
INVENTORY: Various notes, blackmail objects / information, various lo-tech spy gear
MECHANICS: One-way paths / dialogue trees (no going back); various QTEs to influence the breadth of options - hide or don't hide, one-time ability to interact w/ other characters
OBJECTIVE: Stay alive, choose your allegiances wisely, remember your lies