

Round 103 - Ascension

Audio recording: <https://zerohour-productions.net/recordings/insertcredits/R103%2017%20Jun%202022.mp3>

Multimedia: https://www.youtube.com/watch?v=wY8tXI_W82I

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MrBond

Music

- [Akidna - Chun-Li: Lady Dragon - Street Fighter II \(OC ReMix\)](#)
- [GreatBlakes - Vice - Pac-Man \(OC ReMix\)](#)
- [Tremendouz - A Sacred Place - Star Fox Adventures \(OC ReMix\)](#)

Topics

- Doom can now be played on...a PC's BIOS?
(https://www.phoronix.com/scan.php?page=news_item&px=Coreboot-4.17)
- Nintendo to shut down 3DS and Wii U shops soon (Mar 2023) - buying more eShop points directly was shut down 23 May, but can still use physical eShop cards from other retailers until Aug
(<https://arstechnica.com/gaming/2022/05/today-is-your-last-chance-to-spend-money-on-3ds-and-wii-u-downloads/>)
- France bans English-language terms "esports" and "streaming" from government communications
(<https://www.engadget.com/france-officially-bans-english-gaming-terms-like-e-sports-and-streaming-091427663.html>)
- *Marble Madness II* now (more) widely available as a leaked ROM; very few cabinets maintained since it's not-well-received debut 30+ years ago
(<https://arstechnica.com/gaming/2022/05/after-30-years-the-world-can-now-play-the-lost-marble-madness-ii/>)
- *Minecraft* "The Wild Update" released 7th Jun; more biomes, more mobs, more blocks, etc
(<https://www.engadget.com/minecraft-the-wild-update-release-date-214513320.html>)

Personal gaming

- Nex Machina (now complete)
- TUNIC (now complete)
- Kingdom Grandprix (Arcade, SBC Jun)
- DoDonPachi (Arcade, SBC, Apr-Jun)
- Sun longplay: ZeroRanger, Jamestown
- Half-Life series: OG + added episodes; Black Mesa remake; will probably play Half-Life 2 (again...soon)
- TowerFall

Tormod

Music

- [Spooky Casos by Rockos from Super Mario World 2: Yoshi's Island \(OC ReMix\)](#)
- [Temple of Time: Chant & Carillon by Woody/mC from The Legend of Zelda: Ocarina of Time \(OC ReMix\)](#)
- [Vision of Hades by RebeccaETripp from Chrono Cross \(OC ReMix\)](#)

Topics

- PlayStation 5 supply issues appear to be easing
- Todd Howard had a busy week! It's been revealed that *Fallout 5* will release after *The Elder Scrolls 6*, but a new IP was announced – *Starfield* – that he says was heavily inspired by *FTL* and *MechWarrior*
- *Resident Evil 4* is getting a remake..?
- Hideo Kojima partnering with Xbox to make something he's "always wanted to make"; Sony fanboys PISSED, and trying to cancel game (???). Kojima reassures Sony fans that he's not abandoning their platform
- Blizzard's new pay-to-win *Diablo Immortal* now the proud owner of the lowest user score on Metacritic: a 0.2
- *Hollow Knight: Silksong*, allegedly releasing within the next year, will be available on Xbox Game Pass on launch
- *Final Fantasy VII Remake Intergrade* announced for PC.. releasing today!
- *Final Fantasy VII Rebirth* also announced, releasing on PlayStation 5 in Winter 2023

Personal gaming

- *It Takes Two*
- *Slay the Spire* (...a LOT. both solo and couch assist)
- *Firewatch* (couch assist)
- *Tunic* (couch assist)
- *Outer Wilds* ... and DLC! (couch assist)

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

TITLE: *Deep Into That Darkness*

SETTING(S): Roguelike, "death" is a new beginning, prehistoric, natural disaster

PLAYERS: 1-?

INPUT METHOD: Standard input, dealer's player's choice

GRAPHIC STYLE: Isometric 3D-ish

AUDIO STYLE: Ambient

POV: Isometric

STORY / HOOK: "Seeded" worlds; escape or prevent the impending disaster (stone-age up to early bronze-age)

INVENTORY: Gather materials as you go; up to bronze-age tooling; "meteorite" as "magic" tools/weapons etc

MECHANICS: Each death / iteration puts you into a different character; each character's actions impact the world at large; prelude to disaster strikes may result in "special" events or pickups; each first play of character route requires "full" completion, but can be replayed with discovered "shortcuts" later

OBJECTIVE: Escape (speedrun) or prevent (100%) the impending disaster, with the "co-operation" of multiple distinct characters