

Round 106 - Those That Escaped

Audio recording: <https://zerohour-productions.net/recordings/insertcredits/R106%2018%20Nov%202022.mp3>

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

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MrBond

Music

- [Fratto, Wiesty, The OC Jazz Collective - Brushwork - Mario Paint \(OC ReMix\)](#)
- [BeanJammin - Black Moonrise \(Midnight Mix\) - Celeste \(OC ReMix\)](#)
- [Mosh Bits - Pigmosh - Minecraft \(OC ReMix\)](#)

Topics

- *Unreal Tournament* (originally released 1999) continues to get new community-supported patches - v469c released, compatible all the way back to last "official" v432 release for servers; has native Linux 64-bit build - <https://www.gamingonlinux.com/2022/10/classic-unreal-tournament-lives-on-with-a-new-oldunreal-upgrade-64bit-now-on-linux/>
- Hopoo Games sells *Risk of Rain* franchise/IP to Gearbox for undisclosed sum - <https://www.gamedeveloper.com/business/gearbox-acquires-risk-of-rain-franchise-from-hopoo-games>
- Bungie's lawsuit against *Destiny 2* cheatmaker AimJunkies continues - judge throws out latter's counterclaims that Bungie violated CFAA and DMCA by the anti-cheat measures "hacking" the cheatmaker's systems - <https://arstechnica.com/gaming/2022/11/judge-tosses-claims-that-bungie-hacked-destiny-2-cheat-makers-computers>
- *Sonic* co-creator Yuji Naka arrested for alleged insider trading; purchased stock in a Square-Enix partner currently working on a *Dragon Quest* title - <https://www.engadget.com/sonic-co-creator-yuji-naka-arrested-for-insider-trading-120744614.html>

Personal gaming

- Axiom Verge 2 (now complete)
- Invisible, Inc. (now complete)
- Ghost Song (now in progress)
- Armed Police Unit Gallop (Arcade, SBC Nov)
- Kaikan (PC / Freeware, SBC Oct-Dec)
- Gadius Gaiden (Arcade, SBC Sep-Nov)
- Sun longplay: Curse of the Dead Gods
- Monolith
- Started another async AP - 16 people, 99 worlds, ~17k items

Tormod

Music

- [*Dovahkiin in Jamaica* by M Benson and Ben Cureton from *The Elder Scrolls V: Skyrim* \(OC ReMix\)](#)
- [*Reunion* by about:blank from *Fire Emblem: Genealogy of the Holy War* \(OC ReMix\)](#)
- [*Ahh!! The Zombies Ate John Carpenter!* by HoboKa and Usa from *Terranigma* \(OC ReMix\)](#)

Topics

- Nvidia the target of a class-action lawsuit due to melting power connectors on the RTX 4090; tells AICs to collect defective cards and send them to Nvidia HQ
- As of 10 November, Google has started sending out refunds for Stadia purchases
- *Final Fantasy XVI* to be a PS5 exclusive for at least six months; will allegedly be set in Medieval Europe; development allegedly in 'home stretch'
- Microsoft losing up to \$200 per console sale; Phil Spencer says Microsoft will need to raise prices between consoles, games, and subscriptions, but will not before the Holidays

Personal gaming

- *Slay the Spire*
- *Final Fantasy XV*
- *Risk of Rain*
- *Octopath Traveler*
- *Minecraft Dungeons*

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

TITLE: *Fuck Around and Find Out*

SETTING(S): Board Game, No Weapons Allowed, Dark Fantasy, Revenge

PLAYERS: 2-4, cooperative

INPUT METHOD: Board game!

GRAPHIC STYLE: Board game!

AUDIO STYLE: Board game!

POV: As a player character: various mortal supplicants looking to take revenge on various god(s)

STORY / HOOK: -

INVENTORY: Cards that you draw based on dice roll - guaranteed penalty on lower range, middle range random chance for neutral cards (rooms, actions, tools), upper range boons/bonuses

MECHANICS: Fixed start / end, rooms on “board” in between not “generated” until the first player enters (plays that card in the deck). Draw a “god” card to act as final boss, then play out game to exploit weaknesses of that boss. Players draw cards for own hand:

- Room card: on play, actions for (next) room determined, minimum “trust” required for no penalties
- Decide to take action - roll, spin, etc, to determine success / failure, bonus / penalty

Level of trust as “health” - range determines available actions, bonus or penalty to rolls to succeed/fail roll; if trust falls to critical levels, chance of excommunication or being smited.

On final room/actions, weigh allies vs enemies made to set up modifiers for the final encounter. All drawn “final encounter” cards are held for use until now.

Can outright “win” with high enough trust at final encounter - anything less requires playing out with drawn cards.

OBJECTIVE: Turn the gods against each other, using a mixture of deception, subtly eroding trust, and causing “coincidental” events and accidents to foment the seeds of doubt amongst otherwise strong allies.