

Round 114 - Canadaland

Audio recording: <https://zerohour-productions.net/recordings/insertcredits/R114%2018%20Aug%202023.mp3>

Multimedia: <https://www.youtube.com/watch?v=5CFP9ax-fRQ>

Show index

- News: 00:11:40
- Music segment 1: 00:58:08
- Gaming: 01:12:06
- Music segment 2: 01:53:12
- Design: 02:05:15

MrBond

Music

- [Artificial Eye - Sentinel - Command & Conquer: Tiberian Sun \(OC ReMix\)](#)
- [Charlie Atom - Toriel's Pain - Undertale \(OC ReMix\)](#)
- [PsyNES - The HUNT Begins - Rise of the Triad: Dark War \(OC ReMix\)](#)

Topics

- Following on heels of *Link's Awakening* remake (and *TotK's* success), Nintendo releases *Oracle of Ages* and *Oracle of Seasons* for Switch Online subscribers - <https://www.engadget.com/nintendo-drops-two-classic-zelda-titles-for-switch-online-subscribers-160801831.html>
- Nintendo does a "good" online? As of 03 Aug, online play for *Mario Kart 8* and *Splatoon* (both Wii U titles) restored - <https://www.engadget.com/nintendo-brings-mario-kart-8-and-splatoon-for-wii-u-back-online-august-3rd-165434085.html>
- US Supreme Court denies Epic Games' request to enforce district court's ruling that Apple's App Store must permit redirection to external storefronts, while Apple's own appeal is pending. Remember, all this started (mostly) because of *Fortnite* - <https://arstechnica.com/gadgets/2023/08/supreme-court-denies-epics-request-to-open-up-app-store-payments-during-appeals>
- *Quake II* remaster released on PC and all modern-ish consoles (Xbox One and both Series, Switch, both PS4 and PS5); includes original campaign, both expansions, the *Quake 64* campaign, and a brand-new 28-level campaign - all for \$10 - <https://arstechnica.com/gaming/2023/08/quake-ii-gets-a-remaster-for-pc-and-consoles-and-its-exactly-what-it-needs-to-be/>
- Rockstar acquires modding team Cfx.re it had previously banned for their *GTA V* mods that allegedly "contain[ed] code designed to facilitate piracy" (back in 2015) - <https://arstechnica.com/gaming/2023/08/rockstar-games-acquires-modding-team-that-it-previously-banned/>

Personal gaming

- Darkest Dungeon II (now complete)
- Gravity Circuit (now complete)
- 30XX (now in progress)
- Mr. Heli (SBC Aug)

- Sophstar (SBC Jul-Sep)
- Sun longplay: Noita
- Tears of the Kingdom

Tormod

Music

- [The Oscar Goes to Laguna Loire](#) by Bluelighter from *Final Fantasy VIII* ([OC ReMix](#))
- [Save Your Valediction](#) by Roph, Harpsibored, Dawnaria, and SableProvidence from *Final Fantasy IX* ([OC ReMix](#))
- [Together Again](#) by Just Coffee from *Animal Crossing: New Horizons* ([OC ReMix](#))

Topics

- It my birfday on Wednesday
- I've been streaming!
- Microsoft shutting the Xbox 360 store down in July 2024
- *Baldur's Gate 3* is really popular and successful! No paid content, lots of players, lots of genital customizations and gender anarchy. Fuck yeah. You can romance lots of things! Dev wants to stay independent
- Linus Tech Tips under fire for poor reviews, inaccurate representations, and ... auctioning off manufacturing prototypes?
- As of 15 days ago, the Nintendo Switch has sold 129,530,000 units worldwide

Personal gaming

- *Final Fantasy VI: Pixel Remaster*

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

TITLE: *Awakening*

SETTING(S): Bullet hell, magic gone wrong, world war, reality is a dream

PLAYERS: 1-2

INPUT METHOD: -

GRAPHIC STYLE: -

AUDIO STYLE: -

POV: Vertical shmup

STORY / HOOK: Amidst the chaos of a long-running apocalypse-level magical war, attempt to end the war by sealing away or destroying each of the main magic sources.

INVENTORY: Collect player upgrades and equipment by completing stages and paths, meeting stage conditions

MECHANICS: Two main player modes - normal/hyper (with a cooldown period); three primary stage "paths"; individual stages have parallel normal/hyper planes, w/ different enemy and bullet formations, scoring potentials, etc; "hub" prior to starting on main paths where you can select loadouts, apply equipment, consumable items, etc

OBJECTIVE: Stop the reality-warping primordial magic forces.