

Round 119 - Breathe Out

Audio recording: <https://zerohour-productions.net/recordings/insertcredits/R119%2016%20Feb%202024.mp3>

Multimedia: <https://www.youtube.com/watch?v=EFnB-DoBeKk>

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MrBond

Music

- [PsyNES - Large Hard Man Collider - Mega Man 3 \(OC ReMix\)](#)
- [Jorito, Andrew Thompson, Earth Kid, Gamer of the Winds, Matheus Manente, thebitterroost - Meister der Magie - Secret of Mana \(OC ReMix\)](#)
- [Emunator - Meditations on a Beam of Light - Minecraft \(OC ReMix\)](#)

Topics

- US Supreme Court declines to consider Apple's and Epic's opposition to the appeals court ruling(s), so those ruling(s) stand
- Valve brings hammer down on three recent fan projects - <https://arstechnica.com/gaming/2024/01/what-to-make-of-valves-recent-fan-project-takedowns/>:
 - *Team Fortress: Source 2* - a fan project conversion into the Source 2 engine: Valve cites direct, unlicensed use of the actual TF2 assets
 - *Portal 64*: Valve cites use of "proprietary Nintendo software", probably referring to "libultra" N64 devkit; seemingly (understandably) shy about invoking Nintendo's litigious nature
 - *Team Fortress 2 VR*: pre-emptively halted by devs, citing above two
- F-Zero BS Satellaview broadcast levels recreated with a mix of spare memory cards and machine learning from VHS tapes - <https://arstechnica.com/gaming/2024/02/f-zero-courses-from-a-dead-nintendo-satellite-service-restored-using-vhs-and-ai/>
- 1-in-3 million ultra rare *Diablo II* drop instantly sold for (relatively) worthless in-game currency, on a livestream - <https://arstechnica.com/gaming/2024/02/diablo-ii-streamer-finds-1-in-3-million-item-drop-instantly-sells-it-for-laugh/>
- FTC sounds opening strains of an investigation into Microsoft's Blizzard layoffs, following their acquisition - <https://gizmodo.com/ftc-microsoft-letter-activision-blizzard-layoffs-1851238343>, <https://www.engadget.com/ftc-accuses-microsoft-of-misrepresenting-its-activision-blizzard-plans-after-layoffs-215502314.html>
- Disney (shocking) continuing media agglomeration tear, invests **\$1.5 billion** (edit: during show, incorrectly stated as 15 billion) in Epic Games for an always-on, persistent "games and entertainment universe" - <https://www.engadget.com/disney-is-investing-15-billion-in-epic-games-to-create-a-games-and-entertainment-universe-215015443.html>

Personal gaming

- The Talos Principle II (in progress)
- Shienryu (SBC Feb)
- Karous (SBC Dec-Feb)
- Blue Wish Resurrection Plus (SBC Jan-Mar)
- Sun longplay: Spelunky 2 randomizer, Assault Android Cactus speedruns

Tormod

Music

- [Heart's Lullaby](#) by RebeccaETripp, Gamer of the Winds, Rahul Vanamali, and Teil Buck from *Final Fantasy V* ([OC ReMix](#))
- [Gusty Garden Galaxy, But It Sounds Like T-Square](#) by WillRock and PROTO·DOME from *Super Mario Galaxy* ([OC ReMix](#))
- [When the Walls of Time Fell...](#) by H36T from *Chrono Trigger* ([OC ReMix](#))

Topics

- Microsoft's Xbox Game Pass service grows to 34M subscribers
- Xbox touch controls now available for Remote Play
- Activision Blizzard to lay off 162 Bay Area workers
- Embracer lays off 1,400, says it's looking out for shareholders; CEO Lars Wingefors' sage advice that layoffs "something that everyone needs to get through"
- *Super Mario Bros. Wonder* sells 10M copies in under three months, which Nintendo attributes to 'multiplayer magic'
- The venerable Nintendo Switch continues to sell, topping 139M consoles
- Palworld.
- Rockstar ends support for Windows 7 and 8 in its launcher and supported games

Personal gaming

- None

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

TITLE: *ECC*

SETTING(S): Visual novel, strength in numbers, cyberpunk, myth

PLAYERS: 1

INPUT METHOD: -

GRAPHIC STYLE: Cyberpunk-y

AUDIO STYLE: Contextual to environment, based on player's influence on others around them; also an indicator of player's present state (familiarity, emotion, stress, fear)

POV: Third person (narratively, first person)

STORY / HOOK: Player character is more sensitive / aware of the deterioration of reality; coincidences become more apparent, patterns emerge. "Mythological" writings start to describe exactly your observations.

INVENTORY: Sundry trade items, information, symbols, codewords, unique tools

MECHANICS: Start with the player's initial background, social history, trade. Gather support from other groups and individuals for paying attention to reality falling apart; pick and choose who and how to interact, trade time and effort to gain support of certain groups. Certain uncommunicated factors affect your ability to convince people - such as time it takes to make decisions / choices, strength of output, character traits exhibited.

OBJECTIVE: Convince society of a greater truth, long since ignored and thought to be lost.