

Round 15 - Knock-out Blow

Audio recording:

<https://zerohour-productions.net/recordings/insertcredits/R15%202012%20Sep%202014%20radio.mp3>

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Adam

Music

- [AngelCityOutlaw, timaeus222 - Let's Upset a 'Troid! - Metroid Prime \(OCReMix\)](#)
- [DusK - Bullet Hell - Gunstar Heroes \(OCReMix\)](#)

AtW

Major topic - PAX reflection / review

- Friday: Nintendo; Hyrule Warriors (neat); Smash Bros (neat); Kirby (eh); got cool towel
- Also Friday: Nuclear Throne challenge run; failed, but got free shirt, talked to Rami, met awesome spectator group
- Also Friday: Jamestown tournament; victory; arcade stick; talked to Final Form Games devs; met Jim Crawford by chance; hung out with other victors; preview of new content for you-know-what
- Also Friday: met one of two Goat Simulator creators
- Saturday: met Choice Provisions (fka Gaijin Games); got cool maquette
- Sunday: Enemy Starfighter; half of sixth floor nearly overtaken by more indies
- Monday: Soundself; experiential 'game', perfect wind-down for the week; happy birthday Vlambeer; verbal affirmations from every dev that Twitch streaming is awesome and appreciated
- All the time: talked with awesome indie devs in the MEGA/minibooths; esp. Anisoptera Games folks; Peter, Arthur, Yoonah, Colin
- All the time: talked with many other folks, PAX-related and not, made lots of new friends
- No huge/major/public controversies? Other than those already ongoing from week before, during, after on Twitter and beyond

Briefs

- New 3DS hardware (internal spec bump, more buttons, another stick), could splinter game support
- Oculus / Samsung partnership for mobile VR headset

- Tech for CV1 of Oculus Rift finalized; no for-sure release date or price, though (<http://arstechnica.com/gaming/2014/09/oculus-targets-200-to-400-range-for-consumer-version-of-vr-headset/>)
- Nintendo Mario Kart 8 DLC packs (Link and...Mercedes)
- Sony open-sources 'LevelEditor', universal designer can be tooled to many engines
- Epic makes UnrealEngine 4 free for universities (<http://arstechnica.com/gaming/2014/09/epic-admits-mistake-makes-unreal-engine-4-free-for-students/>)
- Rumor that Microsoft looking to buy Mojang for \$2B+

Personal Gaming

- Various 'classic' games for challenges @ PAX
- Jamestown (tournament @ PAX)
- Nuclear Throne (challenge @ PAX; Quest for Semi-Glory; now completed)
- Shovel Knight (PC; Quest for Semi-Glory; now completed)

Ad-hoc Design

- 'Pop Quiz, McFly!' - driving game, mash-up of *Back to the Future* and *Speed*
- Accelerating to 88 mph causes warp into different 'time period' of track
 - Maintain speed after warp
 - At least 30 sec between warps, so you can't constantly warp-ahead
 - At least 5 different variations of each track
 - Ghosts of other players show if they're on different sections
 - Can warp into / telefrag other players
- Dropping below 55 mph (after speeding past it) activates bomb
 - 5 seconds to 'pass off' bomb to other players
 - Can also neutralize bomb by warping (gets left behind)
 - Good luck on sharp turns
 - Will this drop you back to 'easier' / previous section of track?
- Points-based race - the longer spent on 'later' / more difficult periods of the track = more points
- Other driving-based movies / other driving tropes to exploit?

Shane

Music

- [AeroZ - Inspector Strago - Final Fantasy 6 \(OCReMix\)](#)
- [JigginJonT - Anthem of Exile - Final Fantasy 6 \(OCReMix\)](#)

Topics

- *Distant Worlds* concert reactions: awesome selections, excellent to attend a concert with an *FFVI* focus, Arnie and Nobuo were both as charming and charismatic as ever. Concert gets a 7.5/10 for me, though, as there were tempo disparities across the ensemble, and while *Dancing Mad* could have been AMAZING, the organist sounded as if he hadn't practiced enough.

Saxxon and I managed to get our concert tickets signed by Arnie, Uematsu, and one of the female soloists, and Uematsu signed (the plastic cartridge cover of...) my copy of FF3 for SNES

- PAX reactions: spent a lot of time chilling with Colin's crowd, found some great places to eat we hadn't been at before, befriended Canadians at the bar, won an Intel prize (a waterproof portable MP3 player), participated in a *Jamestown* tournament and didn't do half bad!, attempted and failed many raffles, got free copies of *Goat Simulator* as given by the creators... dressed as goats..., had a good heart to heart with Matt Gilgenbach regarding *Neverending Nightmares* (upcoming interview?), tried two sushi places, won a raffle at Dragonfish Asian Grill for "girls night out" with Mr. Bond (oh the hilarity!), was sick the last two days and two days following PAX

- Final roster for *Super Smash Bros. 3DS* leaked
- Twitch sold to Amazon for \$970m

Personal gaming

- *Pathfinder* (tabletop RPG)
- *Final Fantasy VI* (SNES)
- *Final Fantasy VII* (PS1)
- *Jamestown* (PC)

Ad-hoc design

- Traditional 16-bit JRPG that riffs on the ridiculous glitches, hacks, exploits, and so on found in so many old games
- The intent is to get through the game as quickly as possible with the lowest level, least amount of equipment, least skills, etc.
- Speedruns are paramount, as the time it takes from beginning to end is what determines your end score; leaderboards definitely supported
- Engine created in a loose manner where exploits are easier to manipulate than in most games, but undoubtedly the game will have unintended glitches, making metaexploits
- Alternate gameplay mode has the player taking on the game's world as if they were actually serious about it, trading the persistent timer for more detailed 'adventure log' information

Tony

Music

- [John Revoredo - The Flying Machine - Final Fantasy 4 \(OCReMix, via *Echoes of Betrayal, Light of Redemption*\)](#)
- [Rayza - Lava Reef Zone \(Las Trompetas Maravillosas Mix\) - Sonic the Hedgehog 3 \(OCReMix\)](#)

Topics

Sims 4 released

- Maxis receives criticism for omitting a number of features that players had in Sims 3 (some reviewers call it a "crippled, prettier Sims 3")

- Can't wait for literally everything to be DLC

Smash Bros. for 3DS set for release on October 3rd

- Super psyched even though I don't have a system to play it on (might join other games?)
- The Duck Hunt Dog is a playable character... srsly
- Bundles in red and blue are also available for launch

Unredeemed Steam keys visible at Humble Bundle website

- Kinda nice to see what keys you've got sitting around (though I've never forgotten to consume my keys, heh)
- Duplicate games? Give one to a friend, etc

Personal gaming

- *Puzzle and Dragons (Android, iOS)*
- *Final Fantasy VI (SNES, PSOne Classic)*
- *Nethack (Telnet to nethack.alt.org)*

Ad-hoc design

- A ball and blocks game with a bit of a twist
- You control the ball through mazes, constantly moving
- Only control the ball on one axis, you are constantly moving and bouncing off walls in the other axis (some levels vertical only, some levels horizontal only)
- Some blocks are dangerous to run into, try to avoid them as best you can
- Some blocks might perform other actions such as teleportation, switching the axis you get to move your ball on, temporarily allow you to pass through otherwise impassible objects, etc
- The level advances when you destroy all the destroyable blocks
- Lives, high score, time limit.. all necessary for a classic arcade style game
- Either a soundtrack reminiscent of recent Tron movie, perhaps some light goa-trance, or even industrial?
- Would be rendered as either 2D or 2.5D
- Boss levels might switch from destroying blocks to becoming more like a bullet hell
- For something similar (albeit with not nearly as much intricate design) check out Crillion for the Commodore 64, a lesser known but awesome game.

BONUS

- A racing game with laps, standard fare except..
- One player at all times is "the bomb", a debuff that can be handed off by collision. When it explodes, the player is instantly moved to last place
- The bomb player is also the fastest vehicle on the track