Round 2 - Slow-mo Car Crash

Audio recording:

Show index

Adam

Music

- [Ryan8bit - The World Needs a Hiryu - Strider](#) ([Dwelling of Duels MAGFest 11](#))
- [Snappleman - Mann Over the Castle - Slayin'](#) ([Dwelling of Duels 10th Anniversary](#))

Steam game tags

- Used for personal attacks against devs
- Completely unmoderated...for about a day
- Now can vote up/vote down tags (or just vote down?)

Harmonix' Chroma

- Rhythm FPS mash-up
- Free-to-play - uh oh

Starwhal early-access on Steam

- Go buy it, srsly

Towerfall Ascension

- Announced for 11 March release on PS4/PC
- Tons of new content - arenas, powerups, SP "quest mode"

Spelunky $3M+ run

- None other than Bananasaurusrex
- 7+ hour time

Personal Gaming

- Spelunky daily challenges - definitely lends a feeling of weight to the play, and increases 'oh shit' moments
- Binding of Isaac right before turning in for the night (probably a bad idea)

Ad-hoc Design

- Mucking about with time dilation (kinda like Braid, but with more or continuous gradation(s))
- Patterned obstacle movement, some affected by time slowdown, some affected inversely
- Maybe turn-based, grid-based movement, synchronous play? Nethack-ish.
- If multiplayer, players can choose separate time 'speeds' before the turn; takes average; possibility for competitive or coop play; definite bent for 'trolling'

Shane

Music

- [The PokeMEN - The PokeMETALLY - Pokemon Red / Blue](#) ([Dwelling of Duels Oct 2009](#))
- [Harmony - NightTime Evolution - Secret of Mana](#) ([OC ReMix](#))

Tales of Asteria Announced

- Announced for iOS and Android
- Crossover game that features six previous heroes, namely Lloyd Irving (*Symphonia*), Milla (*Xillia*), Cress (*Phantasia*), Yuri (*Vesperia*), Sophie, (*Graces f*), and Luke (*Abyss*)
- Releases this Spring in Japan
- Tap-directed "Cross slide battle" interface

"Twitch Plays *Pokémon*"

- Gen 1 *Pokémon* playthrough driven entirely by Twitch comments on the video stream
- http://www.twitch.tv/twitchplayspokemon - link to the stream
- http://knowyourmeme.com/memes/events/twitch-plays-pokemon - all the information you could possibly want
- http://imgur.com/a/hdywx - a collection of fine art
- https://24.media.tumblr.com/af5bf77e766c9ee76fb8ee032c1eacfa/tumblr_n159vtHzIK1qedoilo1_500.jpg - The Helix Has Spoken
- http://fc06.deviantart.net/fs70/f/2014/048/5/6/don_t_give_up_by_alexisroyce-d76xspk.jpg - Red can't save them all
- http://fc09.deviantart.net/fs70/i/2014/048/d/c/twitch_plays_pokemon__help_me_by_sesskaka-d76xofo.png - Poor Red
- http://i.imgur.com/ef84OkH.gif - Outsmarting Giovanni and Team Rocket
- Described as "watching a car crash in slow motion for days"
- Constant chat activity causing major strain on Twitch services: http://www.destructoid.com/twitch-plays-pokemon-causing-chat-issues-270897.phtml?utm_source=twitterfeed&utm_medium=twitter
- Twitch chat GOES DOWN mid-Friday afternoon:

https://twitter.com/TPPokemon/status/436977620131926016
- ...but comes back less than a half hour later:
https://twitter.com/TPPokemon/status/436982248810631168

Personal gaming
- *Castle Crashers* (PC)
- *Spelunky* (PC)
- *Bravely Default* (3DS)
- *Pokémon X* (3DS)
- *Mii Plaza* (3DS)

Ad-hoc design
Memory/Puzzle roguelike
- 100 floors of manageable puzzles that tie several elements together in cause-and-effect
- Progress through levels without taking damage; when health reaches 0, game over
- Potions and tools found throughout various levels
- Potions have no description; may heal, may destroy, may teleport, etc.
- Tools can provide shortcuts in levels by eliminating components of puzzle
- Once level 100 is reached, it's a race to the beginning by tracing your path back as quickly as possible before you [drown, get eaten by a Grue, explode due to nuclear bomb armed at level 100, …]