

# Round 43 - An Improbable Feat

## Audio recording:

<https://zerohour-productions.net/recordings/insertcredits/R43%202017%20Mar%202017%20radio.mp3>

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## Adam

### Music

- [WASD - Monumental Subterranean eXploration - La Mulana \(OC ReMix\)](#)
- [Cyril the Wolf - Seeing Red - Pokemon Silver and Gold \(OC ReMix\)](#)

### Around the world

- SteamVR reaches Linux - many caveats for now: no Intel vid support, requires beta nVidia Vulkan drivers, restriction to headset-only video, Unity 5.6
- Xbox Game Pass - \$10 monthly game subscription, full downloads to console; 100+games available; partial support for PC games?
- TMR completes every NES game ever made, in just short of 3 years (679 North American titles, 35 PAL exclusives)
- Xbox Live Creators Program - UWP-only game publishing, simultaneously on Xbox One, Win 10, a seeming spiritual successor to XBLIG.
- GDC 2017
- PAX East 2017
- *Candy Crush* becoming a...TV game show, on CBS? 09 Jul  
(<https://www.engadget.com/2017/03/17/the-candy-crush-tv-show-debuts-on-cbs-july-9th/>)

### Personal gaming

- Duskers (QfSG, now complete)
- Titan Souls (QfSG, now complete)
- Shovel Knight: Plague of Shadows (QfSG, now complete)
- Death Ray Manta (QfSG, now complete)
- Darkest Dungeon (QfSG, to begin Mon)
- Assault Android Cactus (speedrun practice, of course; and insane all-androids run from 11 Mar - 8:08:51 [recorded WR], 3 new individual PBs)

## Ad-hoc design

- Endless runner, frogger-style! Like Crossy Road (but rotated 90 degrees and all platforms / logs are always moving) meets classic Spyhunter
- Simplified movement
  - Can move in limited directions
    - Forward along the log
    - Backward along the log
  - Can run; slight acceleration / deceleration, but not too slippery
  - Can jump
    - 8-way directions only - perpendiculars + diagonals
  - ...that's it.
- Move from log to log - further = better
- Heavy environment focus
  - Rapids
  - Ice floes (yay ice physics)
  - Waterfalls
    - Bonus stages - go against the flow and stay at the top of the waterfall as long as you can; camera / screen stops moving until the end of the stage
    - Stage ends when you finally fall (haha, get it?)
    - Dropped right back into normal play, no waiting or extended stage transitions
  - Lakes (essentially wide rivers - more area to work with)
  - Creeks (essentially narrow rivers - less area to work with)
    - Can jump to banks, but game over if screen scrolls past you!

## Shane

### Music

- [Darangen - Find Your Way - Final Fantasy \(OC ReMix\)](#)
- [Sentient Pulse - The Climb Above - Pokemon Red and Blue \(OC ReMix\)](#)

### Topics

- *Nintendo Switch* releases to long lines and lots of hype, almost keeping up with Wii's first-weekend sales of 351k, falling 20k short; on track to ship 2M by the end of March
- *The Legend of Zelda: Breath of the Wild* reviews in: 97 on Metacritic, already being heralded as the most influential installment in the series, best game of the year, etc.
- 89% of *Switch* buyers also purchased *Breath of the Wild*
- Nintendo doubling *Switch* production to 16M for 2017
- *Monopoly* board game replacing thimble, wheelbarrow, and boot with penguin, rubber ducky, and Tyrannosaurus rex

### Personal gaming

- *Night in the Woods* (PC; streamed on Twitch)
- *Mario Kart 8* (Wii U; streamed on Twitch)
- *Final Fantasy XV* (PS4)
- *Pathfinder*

## Ad-hoc design

TITLE:	<i>Brink: MGS</i>
GENRE:	Multiple genres
PLAYERS:	Single-player
INPUT METHOD:	Keyboard/mouse or controller
GRAPHIC STYLE:	Varies
AUDIO STYLE:	Varies
POV:	Varies
STORY:	Catastrophe threatens the peace and stability of the modern world - you are tasked with forming a specialized team in order to prevent chaos from throwing the world into eternal darkness
HOOK:	The story of the game can be experienced through many points of view, many genres, and many visual styles; what genre the player chooses to progress the storyline and the choices made in these sequences ultimately affects the outcome of the game
INVENTORY:	Varies
MECHANICS:	Varies
OBJECTIVE:	Experience the story of the game and continue to an ending

## Tony

### Music

- [Scandal Joy Kneel, Laarx - Re-Act - Command and Conquer \(OC ReMix\)](#)
- [DaMonz - Floor is Lava - Super Mario RPG \(OC ReMix\)](#)

### Topics

- Ryzen (I gotta) - 1800X, 1700X, 1700. The first two, according to PassMark site, are unlocked and comparable with Intel i7-6850K, and outperform all i7-7 series listed there. The release of this prompted Intel to drop their pricing anywhere from 30-200 dollars the same week (But good luck finding freakin mobos for Ryzen)
- *Night in the Woods*, kickstarted project, released
- Our streaming setup!
- Le Switch
- Rogue Process looks pretty awesome, was greenlit this month, enter commands oldschool Sierra RPG style to hack, sabotage and stealth. <http://www.rogueprocess.run/>

### Personal gaming

- *World of Warcraft*

- *Night in the Woods*
- *Mario Kart 8*
- *Dance Dance Revolution*

### Ad-hoc design

- Balance/rotational game
- You are stationary in the center of the screen, but all ingame objects are falling downward based on the orientation of the device
- There are some powerups you want to get, so you can't just avoid everything
- Speed increases as time goes on, making the game more difficult
- There are density levels to determine how many onscreen objects there are, multipliers apply for denser play