

# Round 67 - 10k Club

## Audio recording:

<https://zerohour-productions.net/recordings/insertcredits/R67%2019%20Apr%202019.mp3>

**Multimedia:** <https://www.youtube.com/watch?v=ZRQoyw3oskU>

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## Adam

### Music

- [RebeccaETripp, Gabriel Tripp - Goldpath - Hollow Knight \(OC ReMix\)](#)
- [Jorito, Damian Nguyen, DS, Gamer of the Winds, JohnStacy, BardicKnowledge - Follow the Sun - Nemesis 3: The Eve of Destruction \(OC ReMix\)](#)

### Topics

- *Nova Drift* now in early access - twin-stick arcade shooter, like an action-RPG *Asteroids*
- Xbox One S All-Digital confirmed for 07 May, \$250 at release
- "HD upscaling" mod for Mode 7 to land in next major bsnes release; uses more accurate matrix math and fewer rounding errors to clean up transforms  
(<https://arstechnica.com/gaming/2019/04/hd-emulation-mod-makes-mode-7-snes-games-look-like-new/>)
- Following fire at Notre-Dame, Ubisoft pledges 500k Euro toward its reconstruction, gives out free copies of *Assassin's Creed Unity* which features the landmark heavily

### Personal gaming

- LA-MULANA 2 (in progress)
- V-V (Shmup Book Club, Mar)
- Dangun Feveron (Shmup Book Club, Apr)
- Armed Police Batrider (Shmup Book Club, Apr - Jun)
- Doom (w/ randomly-generated levels)
- Legend of Zelda A Link to the Past (randos w/ enemy randomizer)
- Assault Android Cactus (normal speedruns + ID)

### Ad-hoc design

- Extra Life 2019 post-mortem

## Shane

### Music

- [Kylok, Bree - Undervalued - Skies of Arcadia \(OC ReMix\)](#)
- [Lampje4life - Rainbow in Your Eyes - Mario Kart 7 \(OC ReMix\)](#)

## Topics

- Release date for the PC version of *Octopath Traveler* leaks: 7 June 2019
- *Super Smash Bros. Ultimate* version 3.0 update brings down Nintendo eShop; “inappropriate” stage design abound post-update
- Countries beginning to ban more modern games because of their negative social impact (Nepal and Iraq with *PUBG*, Iraq with *Fortnite*, so on)
- *Borderlands 3* to release on 13 September 2019 exclusively on the Epic Games Store

## Personal gaming

- *Pathfinder*

## Ad-hoc design

TITLE:

GENRE:

PLAYERS:

INPUT METHOD:

GRAPHIC STYLE:

AUDIO STYLE:

POV:

STORY:

HOOK:

INVENTORY:

MECHANICS:

OBJECTIVE:

# Tony

## Music

- [Jorito, JoyDreamer - If I Could... \(Synthwave Mix\) - Chrono Cross \(OC ReMix\)](#)
- [Yffisch - Three-Headed Monkey Combat - Monkey Island 2: LeChuck's Revenge \(OC ReMix\)](#)

## Topics

- PS5: Wired reveals some things - no surprise that the CPU will be AMD Zen 2, 7nm, 8 cores.. But a custom Navi core will be used, and raytracing will be supported (hinting at the future release of Navi for us PC enthusiasts having raytracing hardware as well)
- TSMC announces 6nm process
- Tom Petersen (key engineer) sniped from Nvidia by Intel, possibly a power play to make a scene when Intel finally drops their GPU?
- ASUS Live Update tool potentially distributed malware by accident, "Shadowhammer" - used authentic certificates and was hosted on ASUS servers, so it was a sophisticated effort

## Personal gaming

- *World of Warcraft: Battle for Azeroth*
- *Dance Dance Revolution*
- *Final Fantasy IX*
- *Bio Menace*
- *Doom 2*
- *F-Zero*
- *BS F-Zero 2*
- *Diablo*

## Ad-hoc design

N/A