

Round 80 - Only So Many

Audio recording: <https://zerohour-productions.net/recordings/insertcredits/R80%2019%20Jun%202020.mp3>

Multimedia: https://www.youtube.com/watch?v=WmLwwwFE_Vo

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Adam

Music

- [Astral Tales - Snake's in the Jungle - Metal Gear \(OC ReMix\)](#)
- [Kamex - Funk Buster - Deltarune \(OC ReMix\)](#)

Topics

- Bethesda releases first significant update to DOOM Eternal; adds kernel-level anti-cheat from Denuvo (<https://slayersclub.bethesda.net/en/article/2zHqbszIV8gTzFUZ75ADGx/update-1>, <https://blog.irdeto.com/2020/05/14/denuvo-anti-cheat-goes-live-a-message-to-doom-eternal-fans-and-gamers/>)
- G2A's offer to audit sales of reportedly stolen game keys gets one taker - Wube Software, makers of Factorio; backpedals on using independent auditor, but an agreed-upon "internal" audit shows 198 sales of stolen Wube keys (Mar 2016 - Jun 2016), so G2A agrees to pay out 10x their cost - \$39,600 (<https://www.polygon.com/2020/5/20/21265275/g2a-confirms-it-sold-stolen-game-keys>)
- OG *Soldat* released as open-source under MIT license (w/ unreleased v1.8 code), while *Soldat 2* development continues (<https://www.gamingonlinux.com/2020/05/classic-multiplayer-action-game-soldat-is-now-open-source>)
- nVidia'n GeForce Now service turns to opt-in by developer/publisher, rather than including all titles from a consumer's existing libraries ([https://gamasutra.com/view/news/363757/After some highprofile opt outs Nvidia GeForce Now swaps to an optin library.php](https://gamasutra.com/view/news/363757/After_some_highprofile_opt_outs_Nvidia_GeForce_Now_swaps_to_an_optin_library.php))
- Itch.io Bundle for Racial Justice and Equality, for (minimum) \$5 - ended 15 Jun; orig 740+ items, \$3,400-worth; ended w/ 1,704 items, \$9,352 worth - \$8,175,560.67 raised (<https://itch.io/b/520/bundle-for-racial-justice-and-equality>)

Personal gaming

- CrossCode (now complete)
- Full Metal Furies (now in progress)
- Guwange, Gradius V (Shmup Book Club, Apr-Jun)
- Sonic Wings Limited (Shmup Book Club, May)
- EDF (Shmup Book Club, Jun)
- Assault Android Cactus (*)
- Monolith
- Everspace

Ad-hoc design

- Side-scrolling (vertical) action(ish) platformer
- The building's on fire! Escape as quickly as you can
- Start at top floor of a building that has one (or more) fires set in it - get down to the bottom floor before the building is consumed and / or collapses
 - In later "levels", can traverse between adjacent buildings w/ skyways or ziplines
- Pick up items / equipment along the way to help you:
 - Screwdriver / crowbar / fire axe (permanent) - bash down doors, walls
 - Towel / hat / helmet (permanent) - some protection against falling debris
 - Gloves (permanent) - reduce / prevent harm when opening doors
 - Fire blanket (consumable) - slows you down, but allows you to move through small flames / superheated areas unharmed
 - Flashlight (consumable) - see in dark rooms
 - Respirator (consumable) - move through smoky areas unharmed
 - Fire extinguisher (consumable) - douse small flames, reduce large ones
- Use the building's structure to your advantage
 - Fire doors - close on your way through to slow spread
 - Water coolers - tip over to weaken / douse nearby flames
 - Sinks - wet your clothes to increase protection
 - Elevators - aesthetic only, never use during a fire!
 - Cubicles / weak walls - destructible w/ the right equipment
 - Weak floors / ceilings - don't fall / get caught by rubble

Shane

Music

- [Kamex - Teenage Mutant Ninja Koopa - Paper Mario \(OC ReMix\)](#)
- [jnWake, ilp0, Ivan Hakstok, Trev Wignall, zyKO, Jorito - Brave New World - Terranigma \(OC ReMix\)](#)

Topics

- Guinness World Records reinstates Billy Mitchell's gaming "achievements"
- *New Pokémon Snap* announced for Nintendo Switch
- A new Switch game following the *Zoids Wild* anime series set to release in Japan by year end
- New floating point glitch/exploit found in *Banjo Tooie*, allowing players to clip into the Hag 1 boss fight; setup now extremely RTA-viable and has already reduced some categories by more than 90 minutes
- New tech that skips the 7th Heaven bar (meaning the runner never gets access to the Materia menu) and a faster warp to the Debug menu yields a new WR in *Final Fantasy VII* (PC release); sub-2 hours coming Soon™
- Sony's Playstation 5 hardware revealed; looks like a consumer ISP gateway?

Personal gaming

- *Super Animal Royale*
- *Octopath Traveler*

Ad-hoc design

TITLE:	<i>Blind Corner</i>
GENRE:	Racing
PLAYERS:	One
INPUT METHOD:	Wheel/pedals; controller
GRAPHIC STYLE:	Low-poly geometric for observers; NONE for the player
AUDIO STYLE:	Highly positional, extremely reactive to input
POV:	Third-person for observers; NONE for the player
STORY:	A blind racer with synesthesia decides to compete for the title of most technically adept driver and hones their perception by hearing to a profound level
HOOK:	There are no visuals for the player; everything is done by both highly spatial and reactive sound. Only those observing can see the route which the player takes and how close they come to total destruction
INVENTORY:	None
MECHANICS:	Spatial audio will cue the player which direction to turn; its intensity will communicate the severity of the angle change. Engine RPM (single-speed) and pitch will communicate the rate at which the player's vehicle is traveling
OBJECTIVE:	Using audio cues alone, drive to cross the finish line as quickly as possible

Tony

Music

- Saxxon - Quiet and Falling (Sanxion7 Remix) - Celeste
- [Matt Bounds - Seeing Stars - Super Mario Land 2: 6 Golden Coins \(OC ReMix\)](#)

Topics

- Blizzard enacts 74k account ban wave to bots exploiting WoW Classic, says more to come & also enacts daily instance limit of 30/day in addition to the 5/hour already in place
- Square Enix and Nvidia work out a deal to bring their games back to GeForce Now
- Significant RTX 3080 and 3090 rumors surface, leaked photos of a shroud
- SLS sidechannel attacks - for once, not about Intel - affect Armv8-A, speculative execution can leak details through the cache, kinda like Spectre
- B550 motherboards hit the market for AMD, prices are quite a bit higher than B450 (as stock runs out of those), some say justified by PCIe 4.0
- Nvidia is the subject of a lawsuit, disguised crypto-related revenue as gaming revenue, to the tune of \$1bn

Personal gaming

- *World of Warcraft Classic*
- *Death Rally*
- *Forsaken*
- *Celeste*
- *Bastion*
- *Transport Tycoon Deluxe*

Ad-hoc design

- Delayed action platformer
- For any given stage there is a set 'latency' and all your inputs are buffered with that constant latency in mind
- Make it through to the end of each stage, avoiding obstacles and enemies and such that will attempt to thwart you
- Additional difficulty modes are available that will either decrease or increase the latency
- Additional entry modes where you have to put in all your inputs before the stage even takes place, once you're finished you can press A or whatever and you will watch your gameplay played back
- Rather standard platformer otherwise
- Stage editor so that people can create and play each other's stages, configurable latency, some simple scripting maybe
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