

Round 82 - I'm a Fan

Audio recording: <https://zerohour-productions.net/recordings/insertcredits/R82%2018%20Sep%202020.mp3>

Multimedia: <https://www.youtube.com/watch?v=QB-dvPYxA2U>

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Adam

Music

- [Leandro Abreu, André Pastore, Helton Lima, Leo Quintão, Marco Lima - Gravidade - Mega Man 5 \(OC ReMix\)](#)
- [Shtiffles - T-Spin - Tetris \(OC ReMix\)](#)

Topics

- *Fortnite* removed from Apple store for “violating store policies”; Epic sues them (w/ fully-produced “announcement video” for lawsuit, parody of Apple’s “1984” ad)
 - Shortly after, Google removes *Fortnite* from Android app store; Epic returns fire w/ another lawsuit
 - Apple then threatens to revoke all Epic’s iOS/Mac developer accounts / access to devtools on 28 Aug
 - Federal judge issues injunction to prevent Apple’s dev acct revocations after hearing on 24 Aug, but did not grant injunction to restore *Fortnite* to app store
 - Countersuit from Apple on 08 Sep, alleging breach of contract for use of disallowed payment methods
 - Another hearing scheduled for 28 Sep
 - ...what a shitshow
- 21 contracted writers for *Lovestruck* (mobile app, by Voltage Entertainment) go on strike; Voltage refuses to recognize them...for 21 days, then accedes to their terms - better pay, higher transparency; writers are now formally organized as a union, Voltage Organized Workers, w/ the assistance of Communication Workers of America’s (CWA) Campaign to Organize Digital Employees (CODE)
- *Spelunky 2* - released 14 Sep for PS4, 29 Sep release date for PC
- *Soldat 2* - 22 Sep (PC)
- *Battleloads* - 20 Aug (new game, not a remaster)
- ID4L - 8 rounds, 21 drives, \$1,251 raised

Personal gaming

- *Hades* (now complete)
- *Talos Principle: Road to Gehenna* (DLC; now in progress)
- *Soldat* (co-op)
- *Unreal Tournament*
- *Gyruss* (Shmup Book Club, Sep)
- *Assault Android Cactus* - ID4L

Ad-hoc design

- Precision (endless) runner
- The city is empty! No people, and even nature knows to stay out...but you won't, because it's perfect for a jog...too bad it's kind of a dump
- Simple (sort-of tank) controls - only two analog triggers (or discrete buttons, configurable for accessibility)
 - Hold left to turn left
 - Hold right to turn right
 - Pull both to slow down / stop
 - (Quick) release both to jump (w/ some forward momentum added)
- Proc gen city
 - Start at the center of the first-generated city block, pick a line, and set off - the rest generates as you run forward
 - Gradually increases speed the longer you go (also faster to accelerate to full from dead stop)
 - Turning is slower the faster you go
 - Retreading over already-seen area(s) will still be (mostly) the same, but somewhat more broken

Tormod

Music

- [Bluelighter - At the End of the Road - Golden Sun: The Lost Age \(OC ReMix\)](#)
- [DDRKirby\(ISQ\) - Horizons of Time - Chrono Trigger \(OC ReMix\)](#)

Topics

- Nvidia announces their 3000-series Ampere GPUs; releases the 3080 on 17 September, will release the 3090 on 24 September, and the 3070 on 15 October
- AMD announces their... announcements for Zen3 and Big Navi 6000-series GPUs; 8 October for Zen3 and 28 October for Big Navi
- Microsoft announces their next-gen consoles: the Xbox Series S (\$299) and Xbox Series X (\$499), both of which allegedly support backwards compatibility with all prior generations to some extent; preorders begin on 22 September
- Sony announces their next-gen consoles: the PlayStation 5 Digital Edition (\$399) and PlayStation 5 (\$499)

Personal gaming

- *lol, you're kidding right (...yes :()*

Ad-hoc design

| | |
|----------------|--|
| TITLE: | <i>Order UP!</i> |
| GENRE: | Realtime Strategy + Educational |
| PLAYERS: | 1-8 |
| INPUT METHOD: | Gamepad |
| GRAPHIC STYLE: | Simple; undistracted |
| AUDIO STYLE: | Fun and engaging; silly |
| POV: | Overhead |
| STORY: | The staff of a busy and highly successful restaurant were all very tired and needed some time off, but with their popularity surging, the restaurant was booked out for months! As an enterprising and talented chef, you and your team decided to help to give the crew the time off they deserve |
| HOOK: | This is meant to be a children's game to train memory, process, and time management skills, and in multiplayer, also teamwork |
| INVENTORY: | Various knives, sharpener, apron, hat, various shoes |
| MECHANICS: | Study the placard displayed for each order, find the ingredients, cook the food, and present it to your customers efficiently and with pride |
| OBJECTIVE: | Remember orders, cook them in order, deliver them to the appropriate customers, and help keep the reputation of the restaurant strong! |

Tony

Music

- [Eino Keskitalo - One Must Fall 2064 - One Must Fall 2097 \(OC ReMix\)](#)
- [Deedubs - To the Open Seas! - Golden Sun: The Lost Age \(OC ReMix\)](#)

Topics

- WoW Shadowlands prepatch looms, turns out there's multiple important dates. The expansion will release on October 27th, but the latest prepatch landed on September 17th, and developers suggest the second and final prepatch will land around a week or two prior to the expansion.
- Preorder shenanigans: Playstation 5 and Nvidia RTX 3 series
- Nintendo officially discontinued the 3DS
- Final Fantasy XVI announced for PS5 - said to be a console exclusive, and our next info bump will be in 2021
- Crysis Remastered landed today, the meme lives on

Personal gaming

- *World of Warcraft Classic*
- *Forgotten Island + Forgotten Desert* (tabletop)
- *Jill of the Jungle*
- *Duke Nukem 2*
- *Impossible Mission II*
- *Heretic*
- *Blake Stone: Planet Strike*

Ad-hoc design

- Title: "Let's Fight You!!" (that's two bangs, it's important)
- Body switch rhythm fighter
- Try to goad your opponent into hitting you
- Press or hold some kind of action on your controller that will get executed on the upcoming beat: up+move is high, toward+move is mid, down+move is low, and moves are kicks and punches, there are no explicit block buttons - but there's more to that later, and no explicit movement around the arena either
- Performing no action at all will cause you to repeat your previous action at twice the power
- When both fighters perform the same move, it is considered blocked and no damage is dealt to either one
- A special gauge builds up as the fighter you are controlling receives hits, which when filled up to the max will perform a random special move from a set appropriate for the fighter, this does a lot of damage
- Specials can be blocked by performing a blocking move according to the other rules
- Special gauge slowly drains while not taking hits