Round 84 - The Tiniest Lights

Audio recording: https://zerohour-productions.net/recordings/insertcredits/R84%2013%20Nov%202020.mp3
Multimedia: https://www.youtube.com/watch?v=vF3n_i44Ivk

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Adam

Music
- Mazedude - Toadwise - Battletoads in Battlemaniacs (OC ReMix)
- Nutritious - Surgical Strike - Life Force (OC ReMix)

Topics
- The Epic v Apple case continues: judge throws out both of Apple's counterclaims in most recent hearing; trial set for May 2021
- Devolver Digital acquires Croteam (*Serious Sam* series, *Talos Principle*)
- Take Two buys Codemasters (known for racing games - *DiRT* series, *F1* series) for $994M
- Rumors that Microsoft is looking to acquire Japan-based game developers (Xbox head Phil Spencer denies it while leaving some uncertainty - "I'm not in every meeting")
- Twitch's terrible handling of content licensing continues apace, this time with vague DMCA notices, not-actually-deleting deleted content (so they continue to attract DMCA notices), w/ little to no ability to dispute, counterclaim, claim fair use, or even see _what_ triggers the notice (https://arstechnica.com/tech-policy/2020/11/twitch-explains-confusing-copyright-crackdown-urges-users-to-delete-videos/)
    - Oh, and also apparently detecting adblockers and throwing up midrolls every...10 minutes? And locking to 480p30 playback, at best - even for subscribers (already a viable workaround in uBlock)

Personal gaming
- Spelunky 2 (now in progress)
- 1943 (Shmup Book Club, Nov)
- Cho Ren Sha 68K, DDP DFK (Shmup Book Club, Q4 Oct-Dec)
- Hades, Noita, Overload (Sun longplays)
- Risk of Rain 2 (+ co-op), Soldat 2 (+ co-op)

Ad-hoc design
- Mission-based office worker stealth
- You're on a mission to erase your browser history
    - Along the way, your co-workers want you to do various things, as well
        - Delete _their_ browser history
        - Unsend an email
        - Clear a database, etc

- Starts simple - get to your office PC, clear the browser history, then escape the building (to go to lunch)
    - Paths get progressively more complex - get to PC, but also avoid co-worker that talks too much, boss that gives you more work, etc
    - Just deleting your history isn't enough; might also have to clear logs, breach data center to corrupt tape backups, etc
    - Avoid security guards, cameras, janitorial staff, etc
- Do various things to distract people / clear barriers
    - Turn off lights (this is a stealth game, duh), tip over plants and water coolers, make microwave popcorn

Tormod

Music

- [RebeccaETripp, Nabeel Ansari - Transcendent Discovery - Final Fantasy XIII](#) ([OC ReMix](#))
- [Minnie Moog, Reuben Spiers - Climd Into the Air and Close the Sky - Night in the Woods](#) ([OC ReMix](#))

Topics

- 5 November came and went, and Zen3 sold out instantly to no one's surprise; I managed to get a 5800X and have a "no idea when you'll get it lol" preorder for a 5950x
- RDNA 2, aka 'Big Navi', trades blows with Nvidia's 3000-series cards; RX 6900 XT (nice) gives the RTX 3090 a run for its money and then some, at $500 less
- *Tetris Effect: Connected* released for PC and Xbox..es; other *Tetris Effect* releases will receive *Connected* update in Summer 2021
- Xbox Series X|S and PS5 both released to consumers. The PS5 box has a handle, uwu. X|S Microsoft's largest console release ever

Personal gaming

- *Tetris: The Grand Master*

Ad-hoc design

TITLE:	*sudo reboot now*
GENRE:	Stealth + Maze + Card Game + Bullet Hell
THEME:	The Internet
PLAYERS:	1
INPUT METHOD:	Gamepad
GRAPHIC STYLE:	Cel shaded; futuristic coloration and design
AUDIO STYLE:	Suspenseful, but whimsical; think *Who Wants to be a Millionaire* music when the player is faced with timed choices
POV:	First-person for stealth; overhead for bullet hell and card segments
STORY:	Stuck inside a computer after a game binge gone bad, you set off to reenact the plot of … at least ten shows, movies, and video games … and slog your way through a series of labyrinthine puzzles, sprinkled with challenge sections that put your card game and bullet hell skills to the test; "good luck"
HOOK:	This is pretty much a parody of late 90s/early 2000s nerd anime that's hopefully more watchable
INVENTORY:	Stealth power ups, cards, bullets, hell
MECHANICS:	Make your way through various proc-gen labyrinthine puzzles, but be warned.. when you're caught, you're made to fight to avoid d e l e t i o n
OBJECTIVE:	Get through the myriad puzzles and escape The Internet

Tony

Music
- [Darksim - Digital Illusions - Pinball Dreams](#) ([OC ReMix](#))
- [timaeus222 - Serenity and Grace - Chrono Cross](#) ([OC ReMix](#))

Topics
- WoW Shadowlands delayed until November 23rd, WoW Classic Naxx releases on December 1st. Fans are not feeling entirely positive about these dates given their proximity to the holiday stretch
- Massive WoW banwave goes out to entire guilds citing "guild mechanics abuse" or "abuse of game terrain". Inconsistent reports from Blizzard GMs, some bans were overturned, many were not. Blizzard has not given an official reason why; suspended players are still confused.
- Diablo III season 22 launches November 20th, which will feature a fourth Kanai's Cube slot and shadows that will assist you for those tough greater rifts. Balance changes have already been applied this week.
- "DOSBox Pure" announced, promising to be a more streamlined DOS gaming emulation experience compatible with RetroArch. "Coming in Winter 2020 (I hope.)" -author Bernhard Schelling
https://www.youtube.com/watch?v=svL6rzmr1E4
- Intel to sell off its NAND division to Hynix for $9B, will continue developing and manufacturing Optane outside of the sale
- AMD stuff, which I'm sure Tormod will have covered before we get here

Personal gaming
- World of Warcraft Classic (on stream)
- Heretic (retro PC)
- Baba Yaga (tabletop)
- Forsaken (retro PC)
- Phantasie (C64, on stream)
- Celeste (Switch)
- Diablo III

Ad-hoc design
- Title: "Hide and Go Seek and Destroy"
- Premise: You are a secret agent, infiltrating a seemingly impenetrable fortress. You were not able to sneak weapons or anything like that undetected, but you do have a superpower that will allow you to enter The Core: where an evil scientist's alien mainframe resides, attempting to crack all the world's access codes and credentials to gain access to everything on the planet.
- Grid-based gameplay, stages consist of multiple floors and rooms; rooms are themselves organized in a macro grid, composed of walls and obstacles and spaces on individual micro-grids
- Much of the space, obstacles and even most walls inside each room can be slid into different positions through telekinesis
- Enemy agents patrol the area; if they spot and catch you, you lose a life (short term time-reversing kicks in but it's limited use, hence the lives) and you have to restart the stage
- Lives system and scoring - this is an arcade game, gotta consume your quarters
- Sound is a component of this game, moving walls is extremely noisy and will generally get attention,

smaller furniture not so much
- Distractions can be created: shove small objects into other rooms or other paths to create sound, scatter papers to make guards call attention to other guards (thus making them leave an area they are otherwise more closely guarding), etc
- Line of sight mechanics, vision cones and enemy positions are marked, although you can mess with the lights to adjust the length of their cone - but if you do this a lot, it will cause more guards to show up thinking something's up
- The alien supercomputer is erratic in its behavior and can cause random distortions in room layouts or fluctuations in power