Round 92 - Birds Aren't Real

Audio recording: https://zerohour-productions.net/recordings/insertcredits/R92%2016%20Jul%202021.mp3
Multimedia: https://www.youtube.com/watch?v=4eOImIHVZEY

Show index

MrBond

Music
- Jorito, Gamer of the Winds, Juan Medrano - Hanagasumi - Okami (OC ReMix)
- TSori, Kenny Jr., Siolfor the Jackal, tibone, Eladar - Until the Next Dance - Kirby Super Star (OC ReMix)
- MkVaff - Black Feathers in the Sky - Kid Icarus: Uprising (OC ReMix)

Topics
- Sony buys Housemarque (popular twinstick shooter dev of old; most recently, *Returnal*)
- Humble Bundle imposing max limits on charity percentage - requiring minimum 15-30% to *them*
- Call of Duty League to return to live events - is that really a good idea? Nerds, hygiene, close spaces...
- US DoJ investigating Overwatch League "salary caps" - esports has grown up into (more) legal controversies!
- Amazon open-sources their Lumberyard game engine - renamed as Open 3D Engine - that Crytek-but-not-Crytek one what which had legal licensing issues

Personal gaming
- Black Future '88 (now complete)
- Exit the Gungeon (now complete)
- Shift Quantum (now in progress)
- Invader (SBC, Jul)
- Salamander 2 (SBC, Jul-Sep)
- R-Type Delta (SBC, May-Jul)
- Sun longplay: Spelunky 2
- Solo multiworld ALttP Rando(s)

Tormod

Music
- [*I Can't Go On (I'll Goron)* by Zas from *The Legend of Zelda: Ocarina of Time*](OC ReMix) (OC ReMix)
- [*Sav'aaq* by Chimpazilla from *The Legend of Zelda: Breath of the Wild*](OC ReMix) (OC ReMix)
- [*Autumn Delights* by RebeccaETripp from *Stardew Valley*](OC ReMix) (OC ReMix)

Topics
- *The Legend of Zelda: Skyward Sword HD* released today!
- Nintendo Switch OLED Model announced, disappointing everyone who was pumped for a Switch Pro SKU
- A rare copy of id Software's demo of their rejected DOS port of *Super Mario Bros. 3* resurfaces and is donated to the Museum of Play; would eventually lead to *Commander Keen*
- *Nickelodeon All-Star Brawl* announced with actual competitive fighting game features
- A mint condition sealed copy of *Super Mario 64* sells for $1.56M at auction; people joke about money laundering, but…
- Steam Deck
- SGDQ 2021 donation total: $2,902,055
- PAX West

Personal gaming
- *Super Animal Royale*
- *Halo*
- *Lovers in a Dangerous Spacetime*
- *Star Wars: Battlefront*
- *FTL* (in the very loosest sense)

Ad-hoc design

TITLE: *Flywheels*
GENRES: Pinball, racing sim
THEMES: Ideas
PLAYERS: 2-4 players, head-to-head-to-head-to-head (or teams, see below)
INPUT METHOD: Pinball - flippers n shit, tilting / shoving, plunger
GRAPHIC STYLE: -
AUDIO STYLE: Racing-esque sound effects and ambience: vehicle noises, crowds, announcers, etc
POV: Pinball table
STORY / HOOK: Build your "car", win the race
INVENTORY: Accumulate points to gain controllable / triggerable kickbacks / center post, short times
                    of "ball-saving" as defensive measures
MECHANICS: Vehicle "upgrades", initiate and complete modes to modify the shared pinball area to
                    your benefit / other players' detriment; some game modes trigger special team mode
                    events - random teams, multiball all-on-one; forced equalization of "defense"
OBJECTIVE: "Endurance" + competitive race; prevent "losing" pinballs on your drain