

# Round 98 - Shifting Targets

**Audio recording:** <https://zerohour-productions.net/recordings/insertcredits/R98%2014%20Jan%202022.mp3>

**Multimedia:** [https://www.youtube.com/watch?v=17\\_5yuCZWb0](https://www.youtube.com/watch?v=17_5yuCZWb0)

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## MrBond

### Music

- [Michael Hudak - Silent Disruptor - Perfect Dark \(OC ReMix\)](#)
- [Ivan Hakstok - Mr. Green Hill - Pop'n TwinBee: Rainbow Bell Adventures \(OC ReMix\)](#)
- [Astral Tales - A Quest for Identity - Flashback: The Quest for Identity \(OC ReMix\)](#)

### Topics

- Various enn-eff-tee shenanigans:
  - Squeenix announces intention to pursue blockchain plus whatever; fans roundly unhappy - <https://www.engadget.com/square-enix-blockchain-games-173640368.html>
  - Sega takes cautious approach, announces that they are not (currently) interested in blockchain garbo - <https://arstechnica.com/gaming/2022/01/sega-considering-what-will-be-accepted-by-the-users-in-gaming-nfts>
  - Konami (...) also doing dumb NFT things with...strangely candid terms? Makes very clear that no ownership of any IP material is granted, and that they can release others down the line; process is still very worthless
- Riot Games, target of discrimination / harassment class-action in 2018, will pay \$100M (\$80M to claimants, \$20M to lawyers); previous \$10M settlement was rejected by state of CA's dept of fair employment and housing - <https://arstechnica.com/gaming/2021/12/riot-games-to-pay-100-million-to-settle-gender-discrimination-lawsuit/>
- E3 2022 to be fully virtual (second year running - 2020 was canceled, 2021 was online only; CES still had a physical event, despite many companies pulling out, and ending a day earlier) - <https://www.engadget.com/e3-2022-online-only-esa-210210288.html>
- Activision (...) files federal lawsuit against German cheatmakers; claims copyright infringement, breach of ToS, active encouragement of and profiting from the same - <https://arstechnica.com/gaming/2022/01/activision-goes-to-court-to-stop-call-of-duty-cheat-software/>
- Take Two (owners of Rockstar, 2K, Codemasters) to acquire Zynga for \$12.7B - <https://www.engadget.com/take-two-is-acquiring-mobile-game-giant-zynga-131758269.html>

### Personal gaming

- Death's Door (now complete)
- Unsighted (now in progress)
- Coryoon: Child of Dragon (Arcade, SBC, Jan)

- Soukyuu Gou-rentai (Arcade, SBC, Jan-Mar)
- Sun longplay: Dead Cells
- Some LttP randos, now w/ shop shuffle
- Final Fantasy I (PC remaster)
- Wii Sports Resort (mostly golf)

# Tormod

## Music

- [Another Dream Will Start From Here](#) by zykO from *The Legend of Zelda* (OC ReMix)
- [The Narshemellow](#) by XPRTNovice from *Final Fantasy VI* (OC ReMix)
- [Rainfall Rush](#) by The Good Ice from *Sonic Unleashed* (OC ReMix)

## Topics

- Microsoft has discontinued all Xbox One SKUs, meanwhile Sony is ramping up production of PS4s in the wake of PS5 shortages
- Development of *Final Fantasy XVI* delayed by half a year, with next major announcement coming in Spring
- Valve still on track to release the Steam Deck by the end of February 2022
- Awesome Games Done Quick 2022 Online marathon on a fantastic pace for a donation record, with just under \$1.7M as of 6:30pm
- A plug for the *Yu-Gi-Oh: Forbidden Memories* race between Skybilz and Keizaron from earlier today, where Keiz' RNG luck was god awful, but Sky managed an INCREDIBLE victory, and the donation incentive to have a speedrun of "Seto Kaiba%" to get a Blue Eyes White Dragon from the third Kaiba fight in the game resulted in a FIRST ATTEMPT time of 00:01:43.7:  
<https://twitter.com/GamesDoneQuick/status/1482038757318696964?s=20>

## Personal gaming

- *Mario Kart 8 Deluxe*

Ad-hoc design - <https://letsmakeagame.net/game-idea-generator/>

TITLE: N+1  
SETTING(S): co-op, you are your enemy, dark fantasy, pursuit  
PLAYERS: 1\_or\_ collective of players  
INPUT METHOD: KB/M (WASD, etc), gamepad  
GRAPHIC STYLE: 3D  
AUDIO STYLE: ...?  
POV: FPS  
STORY / HOOK: You have to complete a given mission - but you keep getting in your own way.  
INVENTORY: Mobility items, equipment, abilities - all passed on after for the next loop  
MECHANICS: Time loop - each death leaves one piece of info / equipment for the next loop  
OBJECTIVE: Help your first self obtain the goal that was previously prevented.