

Round 108 - Backward (and Forward)

Audio recording: <https://zerohour-productions.net/recordings/insertcredits/R108%2010%20Feb%202023.mp3>

Multimedia: <https://www.youtube.com/watch?v=ZuPoxOzxssk>

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MrBond

Music

- [Tab Newflax - Subcon on Mushrooms - Super Mario Brothers 2 \(OC ReMix\)](#)
- [Neon X - Back to the Island - Yoshi's Island \(OC ReMix\)](#)
- [PrismaticBlack - The Heart Beats with the Rhythm of the Rain - Goemon's Great Adventure \(OC ReMix\)](#)

Topics

- Microsoft acquisition of Activision facing much closer scrutiny in UK; preliminary suggestions that divesting *Call of Duty*, King ownership may be necessary for UK approval - <https://arstechnica.com/gaming/2023/02/uk-regulators-come-down-hard-against-microsofts-activision-acquisition/>
- *Link to the Past* gets unofficial (of course) reverse-engineered PC port - <https://arstechnica.com/gaming/2023/02/link-to-the-past-reverse-engineered-pc-port-improves-all-the-right-things/>
- N64 classic GoldenEye 007 gets a re-release on Xbox, Switch; enhanced visuals on the former, online(?!) on the latter - <https://arstechnica.com/gaming/2023/01/after-25-years-goldeneye-007-gets-its-first-modern-rerelease-friday/>
- Hasbro (nee Wizards of the Coast) backtracks almost entirely on OGL update, claims they are removing most egregious changes (relicensing, charging royalties, forcing hand-over of ownership) and will solicit more feedback before trying again - <https://www.polygon.com/23553669/dungeons-dragons-dnd-ogl-wizards-of-the-coast-licensing>
- Retro enthusiast AkBKukU runs OG Doom v1.1 (shareware) on 4 screens, over 4 IPX-networked 486es - <https://www.pcgamer.com/watch-this-og-slayer-run-doom-across-four-screens/>

Personal gaming

- Metal: Hellsinger (now complete)
- Apotheon (now in progress)
- Mahou Daisakusen (SBC Feb)
- SBC 5-year anniversary - ZeroRanger, Gate of Thunder
- Sun longplay: Dead Cells
- Vampire Survivors
- Doom (proc-gen levels)
- Whisker Squadron: Survivor (demo)

Tormod

Music

- [Sands of Da'at](#) by Black Ace from *Shin Megami Tensei V* ([OC ReMix](#))
- [Treasure Beyond Dreams](#) from *Radical Dreamers: Nusumenai Houseki* by AzureKevin ([OC ReMix](#))
- [Welcome to Pixeland](#) (AKA "They're Taking the Hobbits to Zanarkand!") by Pixel Pirates from *Final Fantasy X* ([OC ReMix](#))

Topics

- Nintendo's February Direct reveals many exciting details about *The Legend of Zelda: Tears of the Kingdom*, like its 12 May release date, but one far less exciting detail is its \$70 retail price: the first of any Switch game. With data listed on its store page, *Tears of the Kingdom* will be Nintendo's largest first-party Switch title, taking 18.2GB before patches
- *Metroid Prime's* Switch remaster released this last Wednesday, and *Pikmin 4* will release on 21 July
- *Splatoon 3* is getting its own Expansion Pass, which will release in two waves. It's priced at \$25 with its first wave having been released this last Wednesday at well
- GameBoy and GameBoy Advance games are starting to appear on Switch Online
- Beloved DS dungeon crawler series *Etrian Odyssey* to release its *Origins Collection* of its first three games on Switch on 1 June
- The Switch has become the third best-selling console of all time with 122 million units sold
- Problematic Activision CEO Bobby Kotick to remain in his position if Activision's merger with Microsoft fails
- *Hi-Fi Rush* - a rhythm-based action game developed by Tango Gameworks and released by Bethesda on 25 January - still sits at an 89 on Metacritic after its initial two weeks since release

Personal gaming

- *Tetris Effect: Connected*
- *Tetris DX*
- *Minecraft Dungeons*
- *Minecraft Bedrock Edition*

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

TITLE: *Revision 23*
SETTING(S): Robot programming, god game, running out of power, cyberpunk, search for identity
PLAYERS: 1
INPUT METHOD: ???
GRAPHIC STYLE: ???
AUDIO STYLE: ???
POV: First-person
STORY / HOOK: Become aware of a time loop; you do not know how it was entered, or how to exit it
INVENTORY: Initially, a small-capacity cross time-loop maguffin as the in-universe explanation as to why the player-character can “remember” things as the game progresses
MECHANICS: Discover rules and mechanics of the environment and the limitations of your modifiable self (or equipment); store / retain something for the next loop
OBJECTIVE: Piece together a history of what and who the player is; gather enough (and the correct combination of) information to exit the loop