

Round 17 - SON OF A SUBMARINER!

Audio recording:

<https://zerohour-productions.net/recordings/insertcredits/R17%2031%20Oct%202014%20radio.mp3>

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Adam

Music

- [Brandon Strader - My Choice - Mega Man X4 \(OC ReMix\)](#)
- [nervous testpilot - Neonature - Deus Ex \(OC ReMix\)](#)

AtW

Major topic - SSB for Wii U release date announced, w/bundle

- Nov 21
- Bundle for ~\$100 includes game, SSB-branded wired GC controller, 4-port GC controller adapter
- Outside bundle, controller is \$30, adapter \$20
- Launches alongside first set of 'Amiibo' figures (ergh); NFC-enabled figurines
- No word on if GC controllers work for (other) Wii / U games
- 8-player mode (what?!)

Briefs

- Twitch and Steam update ToS to require indication of any paid sponsorships (<http://arstechnica.com/gaming/2014/10/twitch-steam-now-require-disclosure-of-sponsored-content-from-users/>)
- Humble Bundle testing in-browser game platform (not distribution or streaming - actual games); using WebGL, asm.js; direct support from Mozilla (<http://www.polygon.com/2014/10/14/6975919/humble-bundle-browser-gaming>)
- *Paranautical Activity* pulled off Steam after one of the devs makes death threat on Twitter against Gabe Newell (dev since apologized, sold stake to partner, severed ties with company)
- Humble Indie Bundle 13 celebrates over 100 games ported to non-Win platforms
- Gamergate speared by Colbert; that's all I have to say about that (besides HA)

Personal Gaming

- Risk of Rain (PC; Quest for Semi-Glory; now finished)
- Rogue Legacy (PC; Quest for Semi-Glory; now in progress)

Ad-hoc Design

- Heat map-inspired competitive Snake-like / TRON-like
- Two players on single controller
- Each analog stick controls each player; movement only
 - Possibly using triggers on each side for something else
- More you stay in one place, the larger your (barrier) becomes (up to a point)
 - Must move at some point
 - Game only ends when one player actively collides with the other's barrier (or stationary level barriers)
 - Automatic lose condition for camping too much
 - Alternate: encourage more movement by making barrier smaller as you stay in place
- Barriers stay in place briefly
 - Alternate: shorter/faster rounds by making barriers stay longer / indefinitely
- Barriers spread around stationary ones
 - Can 'coat' walls and obstacles with own barrier to claim points if other player collides with them

Shane

Music

- [Vampire Hunter Dan - Things We Didn't Know - Secret of Mana \(OC ReMix\)](#)
- [Christian Pacaud - The Curse - Zombies Ate My Neighbors \(OC ReMix\)](#)

Topics

Minor Topics

- *NBA 2K15* death face imports are hilarious and terrifying (and free on Steam this weekend!)
- *Monster Hunter 4 Ultimate* gains a Samus costume that isn't exclusive to Japan!
- *Kingdom Hearts III* switches to Unreal Engine 4
- *SSB 3DS* chock full of terribly amazing puns
- TV with built-in Super Famicom! (<http://imgur.com/fgz9vTU>)
- Rovio laying off most of its employees (wah wahhhhhhhh...)
- DirectX 12 to ship with Windows 10
- XBone price drops by \$50, putting it at \$349
- Bethesda cancels *Prey 2*
- [Lizard](#) Kickstarter wants you to back a game for PC, Mac, and... NES!
- [Nintendo](#) on track for 2014 profit due to increased Wii U sales as a result of *Mario Kart 8* and upcoming *Super Smash Bros. Wii U*

- *Call of Duty: Advanced Warfare* to include zombies? Leaked cinematic indicates yes
- [Nevermind](#), a Kickstarter hoping to capitalize on Halloween, is a horror game that adjusts its difficulty based on your pulse

Personal gaming

- *Final Fantasy VII*
- *Monty Python Fluxx*

Ad-hoc design

- Time travel roguelike!
- Same objective as your traditional roguelike (get to the end, grab the relic, get out without dying), but with difficulty cranked up to 11
- To compensate, player given a wand of time jumping; when situations get too hairy, player can jump back in time a randomized amount - sometimes just a few minutes where enemies probably haven't started swarming after you, perhaps a few hours when all is calm, but maybe even years back, when the dungeon was still being constructed
- When traversing levels in the dungeon, time reverts to the correct place on the timeline; if you went to the past, climbed down and then back up, time would revert to when you were being swarmed
- In those scenarios, you can either lay traps, kill enemies, etc, and then return to the current time either by leaving the level and coming back, or using the wand of time jumping again to revert to the present; effects or actions you used in the past will impact what appears
- In certain very rare circumstances, the wand of time jumping will jump you to the *future*; this places you either further in the dungeon or sometimes magically gives you the relic. If the relic appears in your inventory, you'd better book it back to the top level before enemies are alerted to your presence and respawn!

Tony

Music

- *SimFunkadelic* by Sue Kasper from SimCity 2000 (DOS) <http://ocremix.org/remix/OCR02050>
- *Club Showdown* by Big Giant Circles from Unreal Tournament (Win, Mac, PS2) <http://ocremix.org/remix/OCR01379>

Topics

Playstation Plus version of “Spelunky”, “DriveClub” and “Dust: An Elysian Tail” set for release this month

- Grabbing Spelunky on Playstation Plus also gets you the PS3, Vita versions
- <http://kotaku.com/driveclub-and-spelunky-head-to-playstation-plus-in-octo-1641266896>

Retro style FPS “Wrack” released on Steam, 2014/09/30

- Very fast movement, much like older FPS games such as Doom, Unreal, Quake
- Single player only, but designed to be incredibly moddable
- \$15 on Steam, 10% off until 2014/10/07

- <http://store.steampowered.com/app/253610/>

Big time hackers busted; targets included Valve, Epic, Microsoft

- Four hackers from a group called SuperDaE were busted, charged with theft and distributing trade secrets
- Have been releasing games and dev kits for systems still in development since 2011 using a very meticulous attack plan
- <http://kotaku.com/hackers-charged-with-stealing-from-valve-microsoft-and-1641014023>

Personal gaming

- *Puzzle and Dragons (Android)*
- *Nethack (Telnet to nethack.alt.org)*

Ad-hoc design

- In a world full of time traveling heroes, the time stream is being polluted with too much correction! There are some drastic and terrible events that must happen in order for the universe to remain in balance.
- Objective based scenarios, you are assigned a task to ensure certain things either happen or do not happen.
- Top-down view,