Round 28 - The Golden Run

Audio recording:

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Adam
Music
- [Jorito, Metal Man - Enter the Illusion - Illusion City](#) ([OC ReMix](#))
- [DusK - The End of Madness - Guild Wars 2](#) ([OC ReMix](#))

AtW

Major topic - none

Briefs
- Major UI and backwards compatibility update for Xbone - 12 Nov; 104 titles confirmed as backwards-compatible (http://arstechnica.com/gaming/2015/11/here-are-the-first-100-backward-compatible-xbox-360-games/)
- Quake Live update turns it from F2P to $10...and deletes save data (http://www.engadget.com/2015/10/28/a-quake-live-steam-update-raises-the-games-price-from-0-to/)
- Warner Bros. offering refunds for Batman: Arkham Knight PC version through end of 2015 (even after recent major patch)
- Activision buys King for $5.9 billion
- BoI:Ab has (had) crazy ARG/geocaching unlock (http://arstechnica.com/gaming/2015/11/achievement-unburied-how-the-community-literally-dug-up-a-gaming-unlockable/)
- 'Beat the Dev' charity stream raising money for environmental causes (http://beatthedev.org/)
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Personal Gaming
- Assault Android Cactus (PC; Quest for Semi-Glory, now complete, 15 sessions later)
- Spelunky (PC: Quest for Semi-Glory, now in progress)

- Binding of Isaac: Rebirth (w/ Afterbirth DLC; PC)
- Doom (+ 2; with major mod)

Ad-hoc Design
- Side-scrolling puzzle platformer
- Start at the top of a large tower
    - Goal is to travel as far down the tower as possible - never really ends (hello, arcade game; inspired partly by elevator action)
    - Avoid enemies, walk very slow, but travel instantly via electrical / phone wires
- Environment interaction
    - Wall sockets - portals for travel; or, can be shorted out to stun nearby enemies, but then are useless
    - Circuit breakers - turn on to enable further travel, off to lure enemies toward it (but then you can't travel as far)
    - Lights - can hide in them briefly; or, can be shorted out to blind enemies temporarily (but then are useless)
    - Phones (the old-timey wired kind) can be used to distract enemies; or, can be shorted out to permanently stun one enemy; but then it is useless
- Must stay in well-lit areas; 5 seconds out = game over

Shane

Music
- SGX - Drift - Ecco 2 The Tides of Time (OC ReMix)
- d0d0 - Overclocked - Sanxion (OC ReMix)

Topics
- Nintendo manages to add Cloud Strife to *Super Smash Bros. Wii U*
- *Fallout 4* released; many bugs, but people say they really enjoy the game
- Greenman Gaming runs out of digital keys for *Star Wars Battlefront* and doesn't tell buyers until just before release?!
- Nintendo NX - new console for 2016 release that aims to right the Wii U's wrongs. Miyamoto goes on record saying that Nintendo will use their IPs more aggressively more quickly
- Linkle. Huh.
- New *Zelda* early-game artwork shown. Meh.

Personal gaming
- *Tales of Graces f*
- *Cards Against Humanity*

Ad-hoc design
- First-person "platformer"/adventure/exploration game that requires VR
- Immersive sound device required (3D sound/headphones)

- Quasi-realistic environment with just enough uncanny valley to make the player realize that they're lost in a land they've not traveled to before
- Game begins with normal physics, but as the player discovers more about the environment, they also discover, through necessity, certain skills that become awakened in them
- Skills begin primarily as utility-like things, such as being able to have the power of a running jump without needing to run into the jump, that kind of thing
- Over time, the skills progress more into fantasy, with such skills as illuminating darkness with a wave of the hand, causing complete silence with a purposeful inhale, etc.
- The 'end' of the game is achieved when the player reaches their goal - familiar faces and scenery
- The game itself was a fever dream of a man fighting for his life; this is revealed at the end of the game. The powers granted throughout gameplay reflect what he was struggling with in real-time during his trauma

Tony

Music
- [timaeus222 - Harbinger of Death - Castlevania](#) ([OC ReMix](#))
- [Tuberz McGee - Honour, Pride, Green Tea - Final Fantasy 7](#) ([OC ReMix](#))

Topics
- Dragon Quest Heroes leak reveals it's set for PC release next month on Steam. Once a PS4 exclusive, we'll be getting bonus weapons and two bonus maps.
- Overwatch beta is opening the gates to more invites this weekend.
- Windows 10 update, set it and let it go for a few hours (it's big)
- Fallout 4 patch is imminent, no surprise given the typical Bethesda release.
- Impossible Creatures is on Steam now, childhood fave!

Personal gaming
- One Must Fall 2097
- Master of Magic
- UNDERTALE
- Nethack!*

Ad-hoc design
- Arcade game where you are defending the center area against incoming enemies!
- Enemies of a few colors begin approaching from the outer edge of the screen, trying to reach the center.
- You control a shield which can be aimed with analog stick in any direction at any time, but it's only so wide.
- Your buttons are mapped to colors. You can press a button of one color to repel enemies of

that color back. This can be spammed.

- However, enemies that are of a different color than you press are not repelled, they are instead pulled closer towards you.

- Waves aren't just a spam of all enemy colors, there will be formations.

- Enemies of the same color are all alike, but each color has its own characteristics. Some enemies are higher in count, some are larger or smaller, some will move faster or slower.

- Bonuses will be awarded at the end of each wave. If you make it flawlessly through a round, you are given a special "white" color you can trigger that will clear the screen. You can accumulate up to 3 of these at once, but can only earn one at a time.