Round 33 - Take This Reality and Shove It

Audio recording:

https://zerohour-productions.net/recordings/insertcredits/R33%2015%20Apr%202016%20radio.mp3

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Adam

Music
- Eino Keskitalo, Tuberz McGee - Mechanical Salvation - Dracula X (Vampire Variations Volume II)
- keropiano - Cactus Piano - Assault Android Cactus

Around the World
- Rumor: Nintendo stopping Wii U production by end of 2016 - shortest console run ever (already officially denied by Nintendo)
- Atari Collection released on Steam - 100 classic Atari games (http://store.steampowered.com/app/400020/)
- Nintendo's…'handling'...of an employee targeted by a harassment campaign (http://kotaku.com/nintendo-employee-terminated-after-smear-campaign-over-1768100368)
- Oculus Rift and HTC Vive released (Palmer Luckey hand-delivers first Rift to developer in Alaska) but both headsets facing significant shipping delays
- Playstation 4 firmware update to enable PC/Mac streaming released on 06 Apr
- 30 year anniversary of *Zelda*; browser-based voxel recreation of (partial) original LoZ (http://www.engadget.com/2016/04/05/zelda-turns-30-and-gets-a-browser-based-tribute-game/) - already C&D'd by Nintendo for use of official IP
- Visual cues found for instant-KOs in Punch-Out - 29 years later (second round Piston Honda / Bald Bull)

Personal Gaming
- Cobalt (PC; Quest for Semi-Glory, now complete; also in Quest for Semi-Co-op, next on 16 Apr - that's tomorrow!)
- Enter the Gungeon (PC; Quest for Semi-Glory, now in progress)
- Risk of Rain (PC; Quest for Semi-Co-op; prev on 26 Mar)
- Nuclear Throne, Assault Android Cactus, Sublevel Zero - yeah...

Ad-hoc Design
- Node-based, circuit traversal (very heavily inspired by Deus Ex HR hacking minigame)
- 1v1 (or 1v1v1, 1v1v1v1…) - everyone vs. everyone
- Start with a single home node; goal is to capture enemies' home nodes, without getting yours captured
- Can focus on one node at a time
    - Path from your home to current node leaves a trail
    - If your trail gets cut off (enemy enters or captures across), you have some amount of time to reconnect, otherwise you get sent all the way back
    - Captured 'fortress nodes' create semi-permanent paths; can be isolated and re-captured by enemy
- Traversing nodes
    - Takes longer to travel to uncaptured nodes
    - Takes even longer to travel across paths 'owned' by enemies
    - Still takes some time to travel to own nodes
- Real time? Turn-based asynch?
    - Either would work; leaning toward latter, underserved genre

Shane

Music
- The OneUps - Legend of Zelda 2002 - *Legend of Zelda* series (sorry, no link)

Topics
- "Who the hell's Gato?!"
- Square Enix announces *Valkyrie Anatomia: The Origin* due out in Japan within a few months
- PS4.5 to be announced before October, bringing 4K to the PS4
- Midwest Gaming Classic review

Personal gaming
- *Pandemic*
- *Room Party*
- *Mario Kart 8*
- Shitloads of pinball tables
- *Dream Pinball 3D* (new personal best!)
- *Fire Emblem* (GBA)
- *Fire Emblem: Path of Radiance*
- *Fire Emblem: Radiant Dawn*
- *Fire Emblem Awakening*

Ad-hoc design
- LEGEND OF GRANNY

- Octogenarian with a tennis ball-bedazzled walker and her three cats set out to right the world's wrongs and save the kingdom of Floof
- Very definitely a parody of the *Legend of Zelda* series, this is an open-world game, narrated in radio drama style, that focuses on Granny and her adorable cats
- Weaponry includes: purse, pepper spray, her walker, her cane, telephone books, knitting needles, AK-47
- Health items include: the love of her family, Life Alert, heart pills, stealthy shots of whiskey
- As time goes on, Granny gets more and more fed up with the bullshit getting in her way. She also starts scolding bosses and actually making them feel bad!
- Yes, you might have caught hints that Granny turns more and more into a badass over time, but… you'll have to play to find out why and just how awesome she becomes

Tony

Music
- Ailsean, Ramblinmike - Zelda Sunshine - Legend of Zelda (sorry, no link)
- [Kevin Stephens, trickwaters - Etude for Piano in F# Minor - Fire Emblem Shadow Dragons and the Blade of Light](#) ([OC ReMix](#))

Topics
- Round 2 of Overwatch Beta Weekend from Blizzard this weekend (scored an invite, woo)
- Blizzard goes after the largest Vanilla WoW private server, Nostalrius
- Midwest Gaming Classic

Personal gaming
- Pandemic
- Room Party (+Furry Expansion!)
- Every pinball game (seemingly)
- Fire Emblem GBA
- Secret of Mana
- Super Mario RPG
- Final Fantasy IX

Ad-hoc design
- Typical RPG? Perhaps tactical?
- At the beginning, you go through the whole spiel of "you're the one" blah blah blah, and set off to be part of a remarkable quest
- You determine your character's gender and name, and you also get to do the same for your best friend, who you travel with
- Job based rather than class based, so you can choose your party makeup (but each has to be leveled up)
- Each level a character gains makes the next one take longer regardless of class, so it will be easy to gain levels in things you want early on, but harder to switch later (so decide early!)

- It's not beneficial to make a jack of all trades- you will want to get someone sufficiently skilled up in a couple things deeply before branching out
- Characters have a maximum job level, which can be increased as the story progresses
- Equipment is kept simple- two items to be actively wielded (offensive or defensive such as a shield, and there are two-handers), armor (full suit at a time so no individual items), and one utility item (potions, lockpicks, etc)
- As the plot advances, you discover you weren't really "the one" all along, your hometown was really just producing warriors quickly as a shotgun approach to see who'd actually succeed (so everyone is actually the one)
- You have a maximum party size, but you can return to your hometown to recruit more "the ones". They will start out at zero, however due to the way experience works it won't be too difficult to get them to catch up reasonably.