

# Round 57 - Triplicate

## Audio recording:

<http://zerohour-productions.net/recordings/insertcredits/R57%2015%20Jun%202018%20radio.mp3>

**Multimedia:** <https://www.youtube.com/watch?v=dMgJbKwbZ0c>

## Show index

- News: 00:08:50
- Music segment 1: 00:46:59
- Gaming: 01:03:34
- Music segment 2: 01:20:42
- Design: 01:31:54

## Adam

### Music

- [744 - Interruptible Power - Donkey Kong Country \(OC ReMix\)](#)
- [That Headband Guy - Burning Vigor - Street Fighter II \(OC ReMix\)](#)

### Topics

- Epic to put up \$100M in cash/prizes for first year of *Fortnite* e-sports push
- *Return of Double Dragon* (1992, Japan-only release) getting physical cartridge re-release in USA - \$50; first batch as limited edition red carts
- SNES games playable on unmodified NES hardware...using heavily modded cart w/ RaspPi 3, lots of software manipulation  
(<https://arstechnica.com/gaming/2018/05/how-to-reverse-emulate-super-nes-games-on-unmodified-nes-hardware/>)
- ~70 presumed-lost games recovered from large ROM dump on private forum  
([https://motherboard.vice.com/en\\_us/article/a3anja/labyrinthe-japanese-game-discovered-on-private-forum](https://motherboard.vice.com/en_us/article/a3anja/labyrinthe-japanese-game-discovered-on-private-forum))
- Valve gives up on curating anything on Steam; will allow everything except games that “are illegal, or straight up trolling”  
(<https://steamcommunity.com/games/593110/announcements/detail/1666776116200553082>)
- Sony’s continued refusal to allow cross-platform play prevents players using their Epic accounts for PC, Xbox, and (soon) Switch versions of *Fortnite* if they’ve ever played+linked it to the PS4 version
- E3 :/

### Personal gaming

- Everspace (now complete)
- Caveblazers (now complete)
- Overload (SP, now in progress)
- Axelay (Shmup Book Club / May) - settled at 2-5, 1.07M
- Thunder Force IV (Shmup Book Club / Jun)
- Ketsui (Shmup Book Club / Apr-Jun)

- Legend of Zelda A Link to the Past (randos)
- Assault Android Cactus (speedrun practice)

## Ad-hoc design

- "Fly by Night" - side-scrolling omnidirectional flyer (a-la *Defender*)
- Goal: pick up and return passengers to safety (a-la *Choplifter*)
- Entire playfield is dark by default
  - Very dim terrain outlines
  - Buildings / non-terrain objects are invisible (but still very much present)
- Player light control
  - Laser - narrow unidirectional beam, "infinite" distance, ultra brightness
    - Cooldown of 10 seconds
    - 100% chance to "blind" enemies on contact
    - Kills passengers on contact
    - Instantly burns away certain terrain
  - Directional beam - selectable-direction light cone w/ moderate distance, high brightness
    - Good for scouting specific areas / paths
    - 75% chance to alert enemies in light
    - Focus for 5 seconds on enemies to "blind" them (v dangerous)
    - Focus for 5 seconds to burn away certain terrain
  - Omnidirectional - 360-degree light field around player w/ short distance, medium brightness
    - Good for navigating narrow tunnels w/ lots of non-permanent objects
    - 33% chance to alert enemies in light
  - Scan - 360-degree "invisible" light field around player w/ long distance, no brightness
    - Cool-down of 30 seconds
    - Good for scouting large areas of terrain and structures
    - 100% chance to alert enemies and passengers in scan area
    - Non-permanent objects (enemies and structures) will remain visible in real-time for 5 seconds
- Effects of light
  - Lighting up passengers or enemies - will automatically move near your last known position
  - Light turned off / moved away - outlines of last known positions will still show
  - Lighting up permanent non-destructible structures - will remain outlined even when light removed
  - Certain terrain can be "burned away" by focusing light on it
  - Certain enemies are highly sensitive to focused light
- Scoring
  - Purely based on # of passengers picked up / returned
  - Bonuses for "stealthing" past enemies - the closer you are w/o alerting them, the better
  - Bonuses for incidental enemy destruction - "blinding" them so they fly into terrain, other enemies, etc
  - Large penalty for allowing a passenger to die - killed by laser, enemy, player ship destroyed, etc



# Shane

## Music

- [Rotten Eggplant - Dark Side of the Moon - DuckTales \(OC ReMix\)](#)
- [RebeccaETripp - Galuf's World - Final Fantasy V \(OC ReMix\)](#)

## Topics

- *Tetris Effect* announced for PS4/PS4 VR by Tetsuya Mizuguchi, the creator of *Rez* and *Lumines*, due for release in Fall of 2018. Game focuses on losing one's self in the game and amplifying the titular 'Tetris effect'. The play field will react to line clears and other events, synchronized with immersive, all-new music; everything in the game's announcement trailer is an in-game visual.

- Many, many game announcements, notably including:

- **MICROSOFT:**
  - Halo Infinite*
  - Ori and the Will of the Wisps*
  - Fallout 76*
  - Battlefield V*
  - Tales of Vesperia: Definitive Edition* (Winter)
  - Devil May Cry 5* (Spring 2019)
  - Cuphead in the Delicious Last Course* (2019)
  - Tunic*
  - Battletoads* (2019)
  - Just Cause 4* (4 December)
- **BESTHESDA:**
  - The Elder Scrolls Legends*
  - The Elder Scrolls VI*
  - Doom Eternal*
  - Wolfenstein Youngblood* (2019)
- **SQUARE ENIX:**
  - Shadow of the Tomb Raider* (14 September)
  - Stormblood: Final Fantasy XIV Online*
  - Final Fantasy XIV Online x Monster Hunter World* (Summer 2018)
  - Dragon Quest XI: Echoes of an Elusive Age* (4 September)
  - Octopath Traveler* (13 July)
  - Kingdom Hearts 3* (29 January 2019)
- **UBISOFT:**
  - Beyond Good and Evil 2*
  - Rainbow 6: Siege*
  - Mario + Rabbids: Kingdom Battle* *Donkey Kong Adventure* (26 June)
  - Skull and Bones* (2019)
  - Star Link: Battle for Atlas* (16 October; plus Starfox DLC)
  - The Crew 2* (21 June)
  - Assassin's Creed Odyssey* (5 October)

- **SONY:**
  - The Last of Us: Part II*
  - God of War: New Game+*
  - Destiny 2: Forsaken*
  - Ghost of Tshushima*
  - Resident Evil 2* (25 January 2019)
  - Death Stranding*
  - Nioh 2*
- **NINTENDO:**
  - Daemon x Machina* (2019)
  - Fire Emblem: Three Houses* (Spring 2019)
  - Fortnite* (available now)
  - Hollow Knight* (available now)
  - Killer Queen Black*
  - Overcooked 2* (7 August)
  - SNK Heroines: Tag Team Frenzy*
  - Super Mario Party* (5 October)
  - Super Smash Bros. Ultimate* (December)
  - Xenoblade Chronicles 2: The Golden Country* (September)

## Personal gaming

- *Tetris: The Grand Master* (Arcade, 1998)
- *Bullet Proof Software Tetris* (FC, 1988)
- *Tengen Tetris* (NES, 1989)
- *Tetris* (NES, 1989)
- *Mario Kart 8 Deluxe* (Switch, 2017)
- Various pinball machines

## Ad-hoc design

TITLE: *Found*

GENRE: Action/puzzle

PLAYERS: 1

INPUT METHOD: Many

GRAPHIC STYLE: Abstract/minimal/fractal

AUDIO STYLE: Sometimes discordant; others congruous. Evolves with gameplay, along with visuals

POV: 🙄

STORY: None

HOOK: What is the state of being lost? Are you lost?

INVENTORY: Nothing

MECHANICS: Move

OBJECTIVE: Accomplish what you think the objective is; changes each time the game is played. Could include avoiding being touched by moving objects, simply navigating a labyrinth, collecting things or concepts, so on

# Tony

## Music

- [Andrew Thompson, Fernando Valencia, Kristy Mezines - Elements of Time - Chrono Trigger \(OC ReMix\)](#)
- [Deedubs - Echoes of Dusk - Legend of Zelda: Twilight Princess \(OC ReMix\)](#)

## Topics

- DLC for *Fallout 76* will be free of charge; funded by microtransactions from cosmetics; in-game deaths also will not be penalized, and instead the player will simply respawn somewhere near where they died, losing no items
- E heckin 3 (Tormod's list is rather sufficient)
- Intel's "Lazy State" hardware exploit, affects Sandy Bridge and up, abuses a performance optimization: <https://www.zdnet.com/article/another-day-another-intel-cpu-security-hole-lazy-state/>
- Computex 2018: Intel's 5ghz 28-core CPU (ish), Zalman demoed a fan-based hologram (can't reach through these...yet!), second gen Threadripper (32 cores, 7nm)
- Planet X3 Kickstarter launches (David Murray, 8-Bit Guy), is already over triple funded with 18 days to go, it's a refined MS-DOS port of Planet X2 with many more features

## Personal gaming

- *Jill of the Jungle (DOS)*
- *Master of Magic (DOS)*
- *Blake Stone: Planet Strike (DOS)*
- *Pathfinder (tabletop)*
- *OpenITG (AC)*
- *Sonic Mania (Switch)*

## Ad-hoc design

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