

Round 68 - Wait For It...

Audio recording:

<https://zerohour-productions.net/recordings/insertcredits/R68%2017%20May%202019.mp3>

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

Show index

- News: 00:09:00
- Music segment 1: 00:48:58
- Gaming: 01:01:49
- Music segment 2: 01:27:58
- Design: 01:39:22

Adam

Music

- [DDRKirby\(ISQ\) - Air Man's 9-bit Rock and Roll - Mega Man 2 \(OC ReMix\)](#)
- [jnWake - Beetle Doppleganger - Mega Man X3 \(OC ReMix\)](#)

Topics

- Jimmy Fallon played *Beat Saber* live on his late-night show; instantly caused massive, automated copyright takedown spree thanks to YouTube's fucking asinine policies; fixed quickly from *Beat Saber* dev efforts
- *Assault Android Cactus+* released on PC/Steam 30 Apr; all content of Switch release, free for existing owners, 50% off base game price for release sale
- *Pokemon: Detective Pikachu* apparently well-received and not trash? Is this the end of shitty videogame-based movies?
- So, the *Sonic the Hedgehog* movie -
- ROM hack of SNES *Gradius III* released - uses SA-1 chip to eliminate lag, slowdown, and loading times; playable on real hardware (via SD2SNES and similar), and most modern emulators (bsnes, Snes9x - not ZSNES)
(<https://arstechnica.com/gaming/2019/05/28-years-later-hacker-fixes-rampant-slowdown-on-snes-gradius-iii/>)
- 5-year stream anniversary celebration is this weekend - 18+19 May, 10 AM - 10 PM CDT

Personal gaming

- LA-MULANA 2 (I hope it's done by now) *laughs in Lumisa*; couldn't finish this week due to game-breaking bug, now fixed (so will finish next week / session)
- Dangun Feveron (Shmup Book Club, Apr)
- Armed Police Batrider (Shmup Book Club, Apr - Jun)
- Cyvern: The Dragon Weapons (Shmup Book Club, May)
- Beatmania IIDX
- Assault Android Cactus+ (baseline campaign speedruns, steadily S+'ing all levels w/ all androids)

Ad-hoc design

- Single boss fight shmup, procgen for each "run" / save file
 - Short "previews" of the final battle before it happens (a-la flashbacks)
 - Each shows a small set of (or a single) pattern to be avoided / how to perform ideal counterattack
 - On failure, adds another "preview" to watch before re-engaging the battle
 - "Preview" includes moment of failure, in slow-motion, so player can clearly see which pattern / bullet hit them
 - Boss taunts player for each failure
 - If sections are failed multiple times, patterns get slower, less dense
 - On success, proceeds to next section
 - Boss taunts player, even for succeeding
 - If sections are cleared quickly, patterns get faster, more dense
 - Degree of match to "ideal" / previewed movement determines how...glitchy next section will be
 - Glitches can help or harm - repel player, eat boss bullets, etc
 - If glitchy enough, boss will start to notice - dialogue becomes increasingly strained, nervous, angry, desperate

Shane

Music

- [JohnStacy - As Blew the Winds, So Forward Marched Time - Chrono Trigger \(OC ReMix\)](#)
- [RebeccaETripp - Tales of Courage and Sorrow - Final Fantasy IV \(OC ReMix\)](#)

Topics

- Gearing up for *Octopath Traveler* to release on Steam come 7 June with a special stream event beginning on 30 May with Blackbird
- OG *Minecraft* now playable in-browser for free
- New *Final Fantasy VII Remake* trailer released at Sony's 'State of Play' event; another due at E3
- Nintendo Switch Online subscribers can now purchase two digital game vouchers for a total of \$100, redeemable for full game downloads
- Sales of the Nintendo Switch console have surpassed the N64
- Epic's CEO claims it will stop Epic Store exclusives if Steam's revenue split changes

Personal gaming

- *Octopath Traveler*
- *Pathfinder*
- *Tetris: The Grand Master*

Ad-hoc design

TITLE:	<i>Choreo</i>
GENRE:	Action platformer/rhythm game
PLAYERS:	1
INPUT METHOD:	Anything with two action buttons and a way to control direction
GRAPHIC STYLE:	<i>Monster Boy</i> remake-esque
AUDIO STYLE:	Whimsical/lyrical/bombastic
POV:	Side-scrolling
STORY:	N/A
HOOK:	It's like <i>Mario Teaches Typing</i> , but with fewer buttons and music that doesn't claw away at the inside of your brain
INVENTORY:	Melee and ranged attacks, health refills, and armor upgrades
MECHANICS:	Jumping, attacking, avoiding enemies, quick platforming
OBJECTIVE:	By following the 'intensity graph', plan your movements to follow along with each stage's musical accompaniment, and make your way to the end of each level until clearing the game

Tony

Music

- [GCJ - Butterfly Spy - Jet Grind Radio \(OC ReMix\)](#)
- [Bluelighter. Peiorele - A Sailor's Respite - Skies of Arcadia \(OC ReMix\)](#)

Topics

- WoW Classic Beta started on May 15th, release is slated for August 26. Up to three character names can be reserved starting August 13.
- More Intel processor vulnerabilities: ZombieLoad is revealed to the public with a fully working proof of concept, software mitigations are already available but hinder performance
- Nvidia kernel vulnerability CVE-2019-5675 patched, privilege escalation among other things possible inside the kernel driver, whoops
- Sony and Microsoft announce a “strategic partnership”, looking to pool resources to build a game and content streaming service - but it won't be Playstation-Xbox interop, rather Sony would leverage Azure for much more

Personal gaming

- *World of Warcraft: Battle for Azeroth*
- *Dance Dance Revolution*
- *Pump It Up*
- *Final Fantasy IX*

Ad-hoc design

- Protagonist switching dungeon crawling game
- Start at level 1, enter a dungeon with your character, attempt to make it as far as you possibly can while enemies get more and more difficult
- If you are killed by an enemy, the enemy that landed the killing blow will be under your control now
- When an enemy is under control, you are up against dungeoneers of increasing power and gear, and you cannot go down levels (but you can go up)
- Killing a dungeoneer will put you in their place - at reduced health, but you get all their sweet loot
- End game goal: make it all the way to the bottom, get the treasure, and get out!
- Getting killed as the dungeoneer while holding the treasure will cause it to be placed back at the bottom, but generally by this time your dungeoneer is about as strong as they get
- Survival mode: instead of context switching, make it all the way to the bottom and back out, permadeath! Throwback to the good ol' roguelike classics.