Round 86 - Please Be Better

Audio recording: https://zerohour-productions.net/recordings/insertcredits/R86%2015%20Jan%202021.mp3
Multimedia: https://www.youtube.com/watch?v=h7O83zqDsAk

Show index

MrBond

Music
- thebitterroost - For Sacrifice - Super Noah's Ark 3D (OC ReMix)
- jmabate - Run for Hope - Mega Man X (OC ReMix)
- Emunator - Small Steps (Just Breathe) - Celeste (OC ReMix)

Topics
- 16 Dec - *Devotion*, highly anticipated horror game from Taiwanese dev Red Candle Games, announced to be released on GoG on 18 Dec; later _that day_, _GoG_ then announced that it wouldn't be released; orig released on Steam, Feb 2019, but pulled a few days later after outcry and massive review bombing, from using a "placeholder" asset that mocked Chinese pres Xi Jinping - publisher Indievent had business license stripped
- Source code to previously unreleased PSX game Magic Castle found by one of original developers; now released on Internet Archive
- Minecraft Earth to shut down on 30 Jun; AR never took enough to justify its continued upkeep, relying on "freedom of movement and collaborative play" - hard to do, during a pandemic
- Netflix on 3DS, WiiU to shut down on 30 Jun
- Axiom Verge gets a free content update - an official randomizer mode - 6 years after release

Personal gaming
- Spelunky 2 (now complete)
- Return of the Obra Dinn (in progress)
- Gaiares (Shmup Book Club, Jan)
- Parsec47 (Shmup Book Club, Q1 Jan-Mar)
- ALttP randos (keysanity, crystal rando)
- Noita (Sun longplays)

Ad-hoc design
- Reverse boss rush
    - _You_ control the bosses, fighting one by one against the "hero"
    - When (not if) hero defeats the boss (you), gets the boss' power (Mega Man style) to use against the next boss (also you)
    - As last "rush", you pick a certain (smaller) number of previously-defeated bosses
        - The bosses you pick get more health
        - Hero must defeat all in a row w/o gaining additional powers, and only partial health refill

- Final, final boss - multi-phase, you control certain parts of each phase to try to defeat the hero (or not, and lose)

Tormod

Music

- [Michael Hudak - Run - Legend of Zelda: Breath of the Wild](#) ([OC ReMix](#))
- [Rexy - Tactile Snowfall - Sonic the Hedgehog](#) ([OC ReMix](#))
- [Paper Coelacanth - Amorant's Night Ride - Final Fantasy IX](#) ([OC ReMix](#))

Topics

- I somehow managed to get a 6900 XT, and it's arguably one of the top SKUs??
- Walmart cancelled my 5950x order, and my 5950x pre-order from B&H now expected to arrive around… June
- CES is this week! Lots of things announced: mobile 3000-series GPUs, mobile 5000-series CPUs, Ryzen laptops FINALLY getting above 1080p screens
- Awesome Games Done Quick 2021 raised $2,762,252.03 last week!
- New *Pokémon Snap* release date announced: 30 April 2021
- Legendary Tetris player Jonas Neubauer, 39, passed away on 4 January

Personal gaming

- *Pokémon Mystery Dungeon: Explorers of Sky*

Ad-hoc design

TITLE:	*Appalachian Trailblazer: Mountain Don't*
GENRES:	Wagon Adventure + Racing Sim
THEMES:	Topics
PLAYERS:	1
INPUT METHOD:	Controller
GRAPHIC STYLE:	CGA
AUDIO STYLE:	PC speaker
POV:	Third-person
STORY:	You're a badass motherhecker racing through Appalachia to claim the ultimate prize: all you can eat sushi. Do you have what it takes to navigate hairpin turns, blind corners, and the lack of guard rails? Race your… horse and wagon!… across the Smokey Mountains and onward to Charlotte to claim your prize. But be warned… there are those who would end your race by any means possible…
HOOK:	You're navigating a horse and wagon hundreds of miles just to get sushi, all the while avoiding being forced off the road down a cliff, being crushed by falling rocks, blindsided by a sudden ice storm, or … worse
INVENTORY:	Horse, wagon, food that isn't sushi, clothes, ... horse turbo?
MECHANICS:	Pilot your wagon, balancing speed, accuracy, and awareness, using items and pitstops only when necessary
OBJECTIVE:	Get the soosh

Extra ad-hoc design collaboration

TITLE:	Fancy Engine Repair (and more!) Presented by Rube Goldberg
GENRES:	Procgen, roguelike, point-and-click adventure
THEMES:	Difficulty, engines
PLAYERS:	1-X, local same-screen co-op / KTaNE-like

INPUT METHOD:	VR required (for "active" player)
GRAPHIC STYLE:	3D space, PtPatP-style fidelity, highlightable interactables
AUDIO STYLE:	Minimal ambient, like how Fleet Farm smells, but audio
POV:	Full control of VR for active "mechanic", passive VR for other players (inventory, results of the design phase, etc) - stuck in place
STORY:	Need to fix car engines for the mob (ref: podcast We Fix Space Junk)...or some other organization
HOOK:	You're a fixer for the mob; QED
INVENTORY:	Various manipulation tools; actual mechanic clothes; pipe wrench / staple / nailgun / hammers for defense; box cutters; lubricant; spark plugs; fuses; helmet lamp; other mechanic stuff; start w/ a small toolbox chest thingie, can upgrade / fix / make bigger
MECHANICS:	Bones files (Rogue) from mechanics that come before you
	Various lifelines - call engineering (to get more help from co-op partners), etc
	Tools can break / jam / etc
	Prep phase: Spawn in random shed / building - pick your starting inventory from surrounding area; limited time, so get directions / callouts from co-op players; no knowledge of what is to be fixed
	Explore phase: small amount of time to find out what you're fixing, which manuals you need, etc
	Design phase / puzzle phase: co-op partner(s) play look-out to keep active player safe, and pass down instructions; "phone engineer" lifeline pauses action to get better / more thorough instructions
	Run phase: see if what you fixed works - if it works, you win! Else, you die
OBJECTIVE:	Fix the stuff given to you, or you're dead.