

Round 91 - Surprising No One

Audio recording: <https://zerohour-productions.net/recordings/insertcredits/R91%2018%20Jun%202021.mp3>

Multimedia: <https://www.youtube.com/watch?v=CJH4GfJyMI>

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MrBond

Music

- [MkVaff - Strike a Pose - Streets of Rage 2 \(OC ReMix\)](#)
- [744 - Giant Alien Spiders - FTL: Faster Than Light \(OC ReMix\)](#)
- [George R. Powell - Hard Knuckle Swing - Mega Man 3 \(OC ReMix\)](#)

Topics

- Facebook expanding use of ads in AR/VR, tying to social media use (<https://arstechnica.com/gaming/2021/06/facebook-begins-tying-social-media-use-to-ads-served-inside-its-vr-ecosystem/>)
- Old 3.5" floppy disc from 26(!) years ago recovered, containing Earthbound translations / dialogue before it was "cleaned up" (<https://arstechnica.com/gaming/2021/06/earthbounds-original-translator-parses-new-game-secrets-found-26-years-later/>)
- Atari VCS console launched 15 Jun, starting at...\$299 (<https://hothardware.com/news/atari-vcs-game-console-finally-launches-june-15-but-its-price-may-keep-gamers-away>)
- ...E3
- bingo!

Personal gaming

- Curse of the Dead Gods (now complete)
- House of the Dying Sun (now complete)
- Black Future '88 (now in progress)
- Space Megaforce (SBC, Jun)
- RayForce (SBC, Apr-Jun)
- R-Type Delta (SBC, May-Jul)
- Sun longplay: Spelunky 2
- Sat grab-bags: ALttP Rando (w/ new tracker)

Tormod

Music

- [Brevity is... Wit?](#) by Zas from *The Legend of Zelda: Ocarina of Time* (OC ReMix)
- [The Mind Takes Flight](#) by RebeccaETripp from *The Legend of Zelda: Twilight Princess* (OC ReMix)
- [My Old Kakariko Home](#) by Zas from *The Legend of Zelda: Ocarina of Time* (OC ReMix)

Topics

- Applied for SAR Content Creator; did not get it
- Xbox Series X games will soon be playable on Xbox One with cloud gaming
- *Metroid Dread* is real.. finally, and a lot of folks are disappointed by what they saw
- More *Breath of the Wild 2* trailer goodness -- VERY hype for the game
- Users reporting issues accessing Nintendo's eShop on Switch after a firmware update

Personal gaming

- *Super Animal Royale*

Ad-hoc design

TITLE:	Mirror, Mirror
GENRES:	Story Centric; Action; Lightgun / Point n Shoot
THEMES:	Reflection
PLAYERS:	1-2 players; co-op may inflict psychological horror on each other; initial "static" campaign and an "endless" mode afterward
INPUT METHOD:	KB/M, twin-stick controller
GRAPHIC STYLE:	Realistic, detailed set pieces w/ subtle clues throughout (Myst-like)
AUDIO STYLE:	Positional; reactive to player actions and puzzle attempts / solutions
POV:	First-person
STORY / HOOK:	Move through a labyrinthine area to escape an unknown force...but be careful with how you progress, as it may reveal things about yourself that you don't like.
INVENTORY:	Player has (literal) light sources - flashlights, candles, glowsticks; and also a light "gun" as a brute-force puzzle solver (limited use or as an assist mode); a portable sundial
MECHANICS:	Solve puzzles using light (reflection, refraction, mixing, etc), either as direct sources or indirect solutions; the longer you play, the longer your story is at the end - and the longer you take, the less light you have to work with
OBJECTIVE:	Escape the labyrinth before sunset and discover your motivations; confront the changes within yourself