

Round 95 - Keeping It Weird

Audio recording: <https://zerohour-productions.net/recordings/insertcredits/R95%2015%20Oct%202021.mp3>

Multimedia: <https://www.youtube.com/watch?v=eX4gWKvvuxU>

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MrBond

Music

- [Heymagurany - Spirits of the Fallen - Hollow Knight \(OC ReMix\)](#)
- [Mak Eightman - Probe - Mega Man X3 \(OC ReMix\)](#)
- [Dj Orange - Dry Towns - Secret of Mana \(OC ReMix\)](#) (announced, but not recorded - lost data from recording)

Topics

- SEC to probe Activision/Blizzard, following major harassment/discrimination suits - <https://arstechnica.com/gaming/2021/09/sec-probing-activision-blizzard-in-wake-of-harassment-discrimination-lawsuits/>, <https://www.engadget.com/activision-blizzard-nlrb-labor-complaint-194037754.html>
- Deltarune Chapter 2 released; still free, but 3-5 will be paid - <https://www.engadget.com/deltarune-chapter-2-september-17th-054000126.html>
- Sony cuts off services for classic LittleBigPlanet (1-3, Vita) with no warning or notice - <https://arstechnica.com/gaming/2021/09/sony-ends-classic-littlebigplanet-online-sharing-service-without-notice/>
- 17 year old coder figured out how to detach Oculus Quest 2 from Facebook account requirement, at the cost of not being able to access "official" store, app, services
- Twitch suffers major breach, due to "server misconfiguration"; full source code to site / services, payouts to creators; claims that no passwords were compromised, forces stream key resets

Personal gaming

- REVO (now complete)
- Shovel Knight: King of Cards (now complete)
- Gravity Ace (now complete)
- HIGH HELL (now complete)
- NeuroVoider (now in progress)
- Deltarune chapter 2
- Omega Fighter Special (Arcade, SBC, Oct)
- Progear (Arcade, SBC, Oct-Dec)
- Sun longplay: Noita, Spelunky 2
- viewtyaid: AAC ID, AP multiworld (2x LtP, 2x SM), BPM

Tormod

Music

- [Hylia Knights](#) by Nigel Simmons from *The Legend of Zelda: A Link to the Past* (OC ReMix)
- [Melting Point](#) by ZackParrish from *Metroid: Other M* (OC ReMix)
- [Coming Home](#) by MkVaff from *Donkey Kong Country 2: Diddy's Kong Quest* (OC ReMix)

Topics

- Masahiro Sakurai finally announces the last DLC fighter for *Super Smash Bros. Ultimate*: Sora from Kingdom Hearts
- Nintendo, commenting for their investment report, says that the OLED Switch is the last model they've planned to release; no 4K "Pro" Switch incoming
- Firmware update released on 14 September for the Switch can now pair Bluetooth audio devices
- Blizzard's former chief legal officer left the company mid-September

Personal gaming

- *Mario Kart 8 Deluxe*
- *Faster Than Light: Advanced Edition*

Ad-hoc design - <https://letsmakeagame.net/game-idea-generator/>

TITLE: Diggy Diggy Hole (The Great Dwarven Calamity)
SETTING(S): Roguelike; no enemies; steampunk; myth
PLAYERS: 1+ w/ MUD possibilities (like Rogue...sort of)
Single player iterative campaign / endless mode - permanent world generation
INPUT METHOD: Keyboard/mouse
GRAPHIC STYLE: ASCII mode, w/ GUI tilesets available
AUDIO STYLE: Ambient; minimal sound effects
POV: Terminal and/or isometric
STORY / HOOK: Dwarves discover an ancient mountain; dig into it to establish civilization; need to find way deeper into the mountain, find ancient passages that are some manner of cursed, in disrepair, etc, to reach
INVENTORY: Digging implements; other tools to traverse dangerous environment(s); explosives; armors; stat-boosting equipment
MECHANICS: (Semi-)permanent worlds, bones files, uobtain better skills and equipment to get further into mountain; specialize skilltrees; certain puzzle areas w/ special loot, some paths made easier by certain skills / equipment; mountain builder tool to pre-generate a world
OBJECTIVE: Get as deep as you can into the mountain, find the maguffin, and get back to the surface (and/or die trying)