Round 104 - More Weird Things

Audio recording: https://zerohour-productions.net/recordings/insertcredits/R104%2012%20Aug%202022.mp3
Multimedia: https://www.youtube.com/watch?v=mfcCqC6DCzc

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MrBond

Music
- Vijay van der Weijden - When Your Mom Mistakes Captain Falcon for Captain America Again - F-Zero (OC ReMix)
- TSori, Andy-Ru, Ji Young Lee - The Ivory Gambit - Secret of Evermore (OC ReMix)
- donut, Deckels, Sean R. Hanson - Mystic Mycology - Hollow Knight (OC ReMix)

Topics
- More weird things running Doom:
    - A $15 IKEA smart-lamp - https://www.pcmag.com/news/you-can-run-doom-on-a-chip-from-a-15-ikea-smart-lamp
    - A Lego brick PC - https://www.pcgamer.com/yeah-you-can-run-doom-on-a-lego-brick-pc-now/
- More ("weird") things being preserved:
    - Old dumb-phone Doom turn-based RPG now available on more platforms - https://arstechnica.com/gaming/2022/06/dumbphone-exclusive-doom-rpg-has-been-reverse-engineered-by-fans/
    - 700+ SNES manuals collection and published for free on the Internet Archive - https://archive.org/details/kirklands_manual_labor_-_super_nintendo_-_usa_-_2k_version
    - Fans of OG GoldenEye 007 for N64 making a total conversion mod to capture older film "The Spy Who Loved Me" - https://www.engadget.com/goldeneye-007-mod-the-spy-who-loved-me-james-bond-nintendo-64-144517613.html
- Microsoft unrestricts access to more RAM in Xbox Series S devkits (Series X unchanged) - https://www.engadget.com/xbox-series-s-game-developer-memory-increase-184932629.html
- After 28 years, secret cheat-locked 2P mode discovered in Super Punch-Out!! - https://arstechnica.com/gaming/2022/08/28-years-later-super-punch-outs-two-player-mode-has-been-discovered/

Personal gaming
- Rogue Legacy 2 (now complete)
- ElecHead (now complete)
- Neon White (in progress)
- Recca (NES, SBC Jul)
- 1941: Counter Attack (Arcade, SBC Aug)
- Mars Matrix (Arcade, SBC, Jul-Sep)

- 30XX
- Sun longplay: Jamestown
- Half-Life 2 (OG + eps 1, 2)
- Various arcade classics

Tormod

Music
- [*Cowboy* by ad.mixx from *Pokémon Mystery Dungeon: Red Rescue Team*](#) ([OC ReMix](#))
- [*Transformation* by RebeccaETripp and Gamer of the Winds from *The Legend of Zelda: Skyward Sword*](#) ([OC ReMix](#))
- [*At Finis Gate* by Jorito, Bobbie Jane Desforges, and Chromatic Apparatus from *Octopath Traveler*](#) ([OC ReMix](#))

Topics
- GameStop's NFT marketplace illegally selling Indie games; devs pissed
- Twitch streamer 'JerValiN' wins $20,000 challenge posed by Charlie 'Cr1TiKal' White earlier this year to beat *Halo 2* in a solo campaign at Legendary difficulty with 13 of 14 difficulty-modifying skulls active
- *Diablo Immortal* pulling hundreds of millions of dollars; one player spent $100,000 to 'git gud' and now can't find anyone to matchmake against
- Valve says it will fulfill all remaining Steam Deck reservations by EOY
- *Mario Kart 8 Deluxe* Booster Course Pass Wave 2 (wheeeeeeeew) announced with 8 new tracks and revisions for courses from Wave 1, including making the cars move in Coconut Mall
- Unity to merge with IronSource, a … "mobile marketing" … company who also happened to make malware installers in the past

Personal gaming
- Outer Wilds
- The Pedestrian
- Citizen Sleeper

Ad-hoc design -

TITLE:	*Reprisal / Solatium*
SETTING(S):	Fighting, everything has a cost, dystopia, detective
PLAYERS:	1
INPUT METHOD:	Point-and-click "detective" mode, arcade "fight" fighter
GRAPHIC STYLE:	Noir, heavily stylized, skewing away from "realistic" (even in the abstract)
AUDIO STYLE:	Auditory set based on surrounding environment / character emotions toward player
POV:	Narrative visual scenes, side-scrolling fight scenes
STORY / HOOK:	Living in luxury, but then discover the nasty, nigh-unbelievable truth(s); do something about it, at the cost of your luxuries - money, friends, freedom - but (re)gain the ability to live with yourself
INVENTORY:	Starting (and ongoing) inventory based on decisions made/paths taken throughout game, not outright collected during
MECHANICS:	Two-phase: "detect" and "fight"; during the normal detective narrative, explore the surroundings; action events occur, make a quick decision which will lead to other action events, back to narrative surroundings, or into a full fight; multiple methods to "get out" of fight scenes, with varying costs
OBJECTIVE:	Pursue the truth, fix the root cause, while trying to hold onto your life