

# Round 115 - Win Some, Lose More

**Audio recording:** <https://zerohour-productions.net/recordings/insertcredits/R115%2015%20Sep%202023.mp3>

**Multimedia:** <https://www.youtube.com/watch?v=dhfxI4YTYLQ>

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## MrBond

### Music

- [The Coop - Guardian Unknown - Thunder Force V \(OC ReMix\)](#)
- [Lucas Guimaraes, Gamer of the Winds, GuitarSVD, StormSkuggan, tibone - Isaac's Only Shot - Golden Sun \(OC ReMix\)](#)
- [Gaspode - Dark Waters - Legend of Zelda: Minish Cap \(OC ReMix\)](#)

### Topics

- Unity (the company) to change license terms (retroactively!) for Unity (the product) come 01 Jan 2024
  - Enacting a flat fee \_per install\_ of a game that \_uses\_ Unity (after reaching existing thresholds for existing subscription tiers); WTF?
  - Eliminating "Plus" (cheaper tier), automatic upgrades to Pro (more expensive tier)
  - Any install on any device, including re-installs, game demos or trials that can be upgraded to full, even games from subscription services
    - Unity claims "entity that distributes" [the game / Unity runtime] will pay the fee; do Microsoft, Sony, Nintendo, Valve, etc, know about this?  
<https://twistedvoxel.com/unity-playstation-xbox-nintendo-pay-on-behalf-of-devs/>
  - No differences for piracy, targeted abuse (reinstall games to incur charges to developers you are targeting), etc
  - Supposedly(?) going to exclude titles that are not monetized (charity bundles, etc) - how the heck they going to figure that out?
  - Claiming to use own proprietary data tracking system to detect those installs - no explanation as to "what", nevermind "how"
  - Will apply even to existing games on older versions, that had not "agreed" to the changed license
  - Already very strong backlash from developers, publishers, pretty much anyone that heard of it; many devs already released statements, many committing to not use Unity in future titles, or even look into changing engines for current/in development titles; some rumbling of class-actions
  - ...maybe *too strong* a backlash - some Unity offices closed due to allegedly credible threats against staff...from other Unity staff:  
<https://arstechnica.com/gaming/2023/09/potential-threat-shuts-two-unity-offices-after-per-install-fee-announcement>,  
<https://www.eurogamer.net/unity-closes-offices-over-potential-threat-following-controversial-pricing-changes>

- Good news: Denuvo removed from Doom Eternal! Bad news: Switch gains Denuvo “”partnership””:  
<https://www.engadget.com/nintendo-switch-developers-can-now-use-denuvo-to-curb-piracy-170254484.html>
- Further development in MS acquisition of AB: MS to assign streaming rights for AB games to...Ubisoft? ...in attempt to appease UK regulators:  
<https://arstechnica.com/gaming/2023/08/to-appease-uk-regulators-microsoft-offers-activisions-streaming-rights-to-ubisoft>
- Charles Martinet “retires” as voice of Mario (amongst other characters), will move to being Nintendo’s Mario Ambassador:  
<https://arstechnica.com/gaming/2023/08/its-a-no-longer-me-charles-martinet-steps-down-as-marios-voice/>

## Personal gaming

- 30XX (now complete)
- 20 Minutes Till Dawn (now complete)
- Darius Gaiden (SBC Sep)
- Sophstar (SBC Jul-Sep)
- Sun longplay: Noita
- Overload
- Tears of the Kingdom

# Tormod

## Music

- [Flooded Caverns](#) by VARIA from *Super Metroid* ([OC ReMix](#))
- [Project Blue](#) by OverShield from *F-Zero* ([OC ReMix](#))
- [Strife](#) by Pixels and Paradiddles from *Final Fantasy VII* ([OC ReMix](#))

## Topics

- Wowee a lot went poorly in the last month
- Unity... insider trading, illegal terms, and implosions
- After [paid] community mods introduce DLSS to the game [and have since been cracked, lol], *Starfield* receiving official support; official mod tools coming in 2024
- *F-Zero 99* - the only hint of a morsel of an update to the franchise in years - available now
- Square Enix lost nearly \$2B in market value since the release of *Final Fantasy XVI*; PC version and future DLC confirmed
- Gearbox - developer of the *Borderlands* series - reportedly up for sale
- Nintendo Switch gets official [Denuvo](#) support to curb PC emulation...?

## Personal gaming

- *Final Fantasy VI: Pixel Remaster*
- *Cribbage*

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

TITLE: *Fatal Flight*

SETTING(S): Pinball, no one can see you, steampunk, tragedy

PLAYERS: 1-4; co-op or competitive (solve same mystery, or...?)

INPUT METHOD: Flippers, table nudge

GRAPHIC STYLE: -

AUDIO STYLE: -

POV: Pinball table (real or virtual)

STORY / HOOK: A murder! Figure it out.

INVENTORY: Various clues toward solving the murder

MECHANICS: Keep the pinball away from the main area as much as possible during the main events, auto-tilt otherwise; draw attention of the suspect to decrease main area "safe time"; as "safe time" decreases, more ramps/targets/etc light up to unlock additional "evidence"; start (and complete) events with target and ramp combos

OBJECTIVE: *Clue*-like, solve the murder(-mystery) (to get a replay)