

Round 20 - I've Got a License for That.

Audio recording:

<https://zerohour-productions.net/recordings/insertcredits/R20%2016%20Jan%202015%20radio.mp3>

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Adam

Music

- [Guifrog - Red Pearl - Castlevania: Bloodlines \(OC ReMix\)](#)
- [Benjamin Briggs, DjJD, ectogemia - Crystal Cipher - Mega Man X3 \(OC ReMix\)](#)

AtW

Major topic - the upcoming 2015

- Insert Credit(s) - to continue at one episode per month (esp. following Mar)
- Quest for Semi-Glory - to continue at three sessions per week, brief hiatus in Mar
- Blog / news posts - to continue at normal rate; one from each of us per month (Adam / Shane)

Briefs

- Quake 'demade' on an oscilloscope
(http://www.lofibucket.com/articles/oscilloscope_quake.html)
- Internet Archive gains 2300+ DOS games
(<http://arstechnica.com/gaming/2015/01/over-2300-ms-dos-games-now-completely-free-to-play-at-internet-archive/>)
- New 3DS XL hardware coming state-side 13 Feb; Gamestop offering \$75/\$100 credit for OG trade-ins; possibly not getting standard new 3DS?
(<http://arstechnica.com/gaming/2015/01/revamped-new-nintendo-3ds-xl-to-launch-in-us-on-feb-13/>)
- Twitch provides smallish library of music guaranteed not to get caught by their copyright detection filter
(<http://arstechnica.com/gaming/2015/01/twitch-licenses-legal-music-library-for-use-by-streamers/>)
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Personal Gaming

- Binding of Isaac: Rebirth (Quest for Semi-Glory, PC; now complete)
- Lovely Planet (Quest for Semi-Glory, PC; now complete)
- Reassembly (PC, Kickstarter beta)

Ad-hoc Design

- Negative platformer
- Touching world geometry is bad
- Move from pit to pit, space to space
- Bounce off all enemies; some will propel you toward nearest solid surface
- 'Jumping' makes you briefly low-friction; bounce off surfaces very easily
 - Powerups affect ability to traverse the spaces; changes to gravity (or nullifying), ability to slow down / stop, power of 'jumps', etc
- Can briefly 'graze' platforms, ceilings
 - Not like other 'touch walls and you die' games, like Flappy Bird, Helicopter, whatever
 - Landing anywhere w/o sufficient momentum to get to an empty space = death
- Goal is to get to endless void at end of each level
- World map is like inverse of normal; 'worlds' are solid space, 'levels' are depicted as holes
 - Warps are blackholes (I like-a da space theme)

Shane

Music

- [Random Hero - The Angels of Hell - Cave Story \(OC ReMix\)](#)
- [Wintermute - Will's Journey - Illusion of Gaia \(OC ReMix\)](#)

Topics

- (additional information) >new< Nintendo 3DS XL to release in America on 13 February for \$200 in black and red; will not include power adapter; improves battery life, doubles processor and GPU clock speeds, includes C stick, allows for 3D without looking straight on, builds in amiibo and NFC support. Non-XL version will NOT be released
- Wii U sales best they ever were in December
- Musicians Union threatens to expel Austin Wintory over \$50,000 unpaid fine for writing music for *The Banner Saga*
- *Metroid Prime Trilogy* to be digitally rereleased for Wii U on 29 January, along with *Super Mario Galaxy 2* (released now) and *Punch-Out* (releasing on 22 January); each title will release for \$20, but only for \$10 during the week of their release
- *Majora's Mask 3DS* releasing on 13 February
- Antarctica recreated in *Minecraft* at a 1:1000 scale; contains more than 3 BILLION blocks assembled by a Python script utilizing pymclevel

Personal gaming

- *Final Fantasy IV*
- *Final Fantasy XII*
- *Tales of Symphonia*
- *Cards Against Humanity*
- *Cardcast*

Ad-hoc design

- Tactical role-playing game that focuses on programming AI to handle entire battles, rather than choosing moves on a turn-by-turn basis for each character
- Move entry/programming handled similarly to *Final Fantasy XII* and *Fire Emblem*; a list of conditions are available for each character, and based on the types of enemies they're likely to encounter, statements are created
- Examples include: (for a flying character) if unit is archer, flee to unreachable terrain; if unit is flying, shoot with arrows/gun/magic/etc; if HP falls below X, use an herb/magic/curative item
- A system for structuring the rank of magic, items, and skills would be secondary, so that other conditions won't fail if options become unavailable (e.g. cure with items if magic points are depleted/magical items break)
- Goal is to survive as many randomized rounds as possible
- Intent is to teach players how to strategize in TRPGs and serves as a means to improve playing other more structured/story-based TRPGs that we would develop (cough cough Auspice)

Tony

Music

- [Commandcom - Latis Surounded - Salamander \(OC ReMix\)](#)
- [DiGi Valentine, Sir Jordanius, Zone Runners, halc - Graveyard Theory - Sonic Adventure 2 \(OC ReMix\)](#)

Topics

Hotline Miami 2 developers say to Australians “pirate it and enjoy it”

<http://www.pcgamer.com/australians-should-pirate-hotline-miami-2-following-ban-says-dev/>

- Hotline Miami 2 was refused classification in Australia, so developers of the game (Dennaton Games) says if you can't play it, go pirate it
- Developer and publisher (Devolver Digital) won't challenge the ruling, instead standing behind their product saying it will not be changed for a particular market.

Rockstar delays Grand Theft Auto 5 for PC until March 27

<http://arstechnica.com/gaming/2015/01/pc-version-of-grand-theft-auto-v-pushed-back-to-march/>

- Rockstar claims reasoning is that they want to get a few more weeks of testing in to polish the game

- The game's pretty much already done and released for consoles, what goodies could PC gamers expect? All the bonus stuff from November's update will make it including first-person mode. Could just be tweaks for the engine also..

Sony releases PSP firmware 6.61

- All they claim in the notes is that it "improves stability". Naturally all those doing homebrew (among other things) are skeptical. Most CFW refuses to run beyond version 6.60, which was released in late 2011 - most by choice so as to not brick PSPs on later versions accidentally.

Personal gaming

- *Puzzle and Dragons (Android)*
- *Final Fantasy IV (SNES)*
- *Final Fantasy XII (PS2)*
- *World of Warcraft (PC)*
- *Super Amazing Wagon Adventure (Xbox 360)*

Ad-hoc design

- Rhythm game that uses the entire keyboard
- Keys that you must press will appear in pre-defined places from somewhere on the screen, fading in as it becomes time to hit the letter.
- An animation (a reverse flash or closing circle or something of that sort) will indicate when exactly you are to press the key
- The key presses are still to the music.
- Some keys must be held, you will see a special marker or indicator, maybe even a color difference to tell you what to press
- There will, in higher difficulty modes, be colors or symbols that indicate that you are not supposed to press a letter that comes up- doing so will cause you to lose life bar.
- Life bar will start at full and will not regenerate, so mistakes are very costly. As difficulty scales up, the amount of life taken away when a key press is missed will start to decrease slightly so that one mistake out of say, a thousand key presses, isn't as damaging. (Or not?)
- Music would either be in-house or come from creative commons licensed artists/labels.