Round 51 - Who Needs Sleep!

Audio recording:

Show index

Adam

Music
- DDRKirby(ISQ) - Ebb and Flow - Bitstream (OC ReMix)
- jdaster64 - Sunrise Over the Silver City - Kirby Canvas Curse (OC ReMix)

Topics
- Halo: Master Chief Collection getting fixes, optimizations for Xbox One X, due some time in 2018
- Recent Denuvo-protected titles (South Park thing, Middle Earth, Total War, FIFA 2018) now being cracked in < 24 hours; rumored "version 5" update may be coming soon
- Microsoft (finally) halts production on Kinect
- EA kills fan-supported servers for old Battlefield games, previously taken offline after GameSpy shut down in 2014
- As of Tues (14 Nov), *Starcraft II* Terran campaign "Wings of Liberty" is free-to-play
- Steam no longer accepting bitcoin for payments, due to extreme volatility and transaction fees
- Extra Life 2017
- Upcoming 29 Dec marathon

Personal gaming
- Hacknet: Labyrinths (Quest for Semi-Glory, now complete)
- VA-11 Hall-A (Quest for Semi-Glory, now complete)
- CRYPTARK (Quest for Semi-Glory, now complete)
- KTaNE (w/ Cheese)
- Legend of Zelda A Link to the Past (randos)
- Assault Android Cactus (speedrun practice)

Ad-hoc design
- Multi-car side scrolling racer

- Goal
    - Finish with _all_ cars as close together (in time) as possible
    - No 1st/2nd/3rd/etc
    - ...but the faster, the better
- Visuals
    - Parallax scrolling tracks
    - Active car/track is closest to front, then tracks cycle forward/back as you change cars
- Controls
    - Control one car at a time
    - Can swap controlled car after at least 5 seconds have passed w/ current
    - Any cars not in direct control are AI-controlled
        - AIs will always try to "win"
        - Varying degrees of aggressiveness
    - Accelerate, decelerate, and adjust angle while in the air
- Pickups
    - Boost - duh
    - Laser - targets one (random) car and slows it down
    - Smart laser - targets car furthest ahead
    - Shockwave - targets all other cars

Shane

Music
- [JohnStacy - Proto Man's French Horn Concert - Mega Man 3](#) ([OC ReMix](#))
- [YoshiBlade - In the Beginning - Final Fantasy VII](#) ([OC ReMix](#))

Topics
- *FFXII* 'exciting news' coming at 5am Central on 21 November; PC release news for TZA? UPDATE: Nope.. just the Sky Pirate's Den and a free Eruyt Village theme on Japanese PSN
- *Night in the Woods Mobile* coming in 2018; *Weird Autumn* director's cut with additional story released on 13 December as a free update for PC owners and for various consoles
- GameCube HDMI adapters finally released and we have four; gonna test soon
- Wii U turned 5 on 18 November
- Grezzo job posting hints at an upcoming *Zelda* series remake for Switch
- *Mega Man X* collection coming to Switch
- *Mega Man 11* announced for Switch; coming late 2018
- *Dark Souls One* remaster coming to PS4, XBone, Switch?
- Net Neutrality?
- Extra Life 2017 marathon
- 29 December marathon

Personal gaming

- *Tetris DX* (GBC, 1998; 40-line speedruns + Marathon mode score runs. Current PB: 1:32)
- *Tetris* (NES, 1984)
- *Mario Kart 8 Deluxe* (Switch, 2017)
- *The Legend of Zelda: A Link to the Past Randomizer* (SNES, when I generate the seed)
- *The Legend of Zelda: Breath of the Wild* (Switch, 2017)
- *Assault Android Cactus* (PC, 2015)
- *Super Mario World Chinese Demake* (NES, 1995)
- *Quiplash 2* (PC, 2016)

Ad-hoc design

TITLE:	*...alright - Journeying Against Asshole Gods*
GENRE:	Adventure/Roguelike options
PLAYERS:	Solo and multiplayer campaigns
INPUT METHOD:	Gamepad, keyboard/mouse
GRAPHIC STYLE:	8/16-bit
AUDIO STYLE:	8/16-bit
POV:	Top-down/isometric/whichever fits the current campaign
STORY:	You start as a weak, useless bab, and work your way up to being a fearsome warrior, slogging through meaningless fetch quests, traversing lengthy labyrinths, and besting bizarre foes to claim your end-game prize of… <random purpose>. However! On your journey, you can't help but shake the feeling that the cosmos are dicking with you.. but how…? Hmmmm…..
HOOK:	Twitch chat bets on challenges, gets currency to spend on making future challenges
INVENTORY:	Typical enemy drops (bombs, arrows, health refills), equips (starter weaponry, chance for enchantments along the way or better weapons/armor depending if your class can use them), special items (quest/progression items)
MECHANICS:	Typical button mashing for attacking/defending, picking things up, d-pad or direction keys on keyboard to move around; standard adventure fare
OBJECTIVE:	Play through the campaign as quickly as possible, dealing with whatever dickery is thrown your way by the Gods (AKA the asshole viewers watching you suffer)

Tony

Music
- [NoTuX - Fathoms - Donkey Kong Country](#) ([OC ReMix](#))
- [RebeccaETripp - Zeal Breeze - Chrono Trigger](#) ([OC ReMix](#))

Topics

- Belgium proposes Europe make lootboxes illegal, called them gambling; U.S. legislator wants to limit sales of of games with lootboxes as well
- $3B of stock value lost as the market continues to hate on EA
- Vanilla servers return to *World of Warcraft* with *WoW Classic* - still in dev
- Intel partnering with AMD to add Radeon to upcoming Core chips

Personal gaming
- *World of Warcraft*
- *Pathfinder (tabletop)*
- *Clank (tabletop)*
- *Mario Kart 8 Deluxe*
- *Dance Dance Revolution*
- *Quiplash 2*
- *Thumper*

Ad-hoc design
- Shmup Defense (Shmup+Tower Defense)
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