

# Round 53 - No Take-Backs

## Audio recording:

<http://zerohour-productions.net/recordings/insertcredits/R53%2016%20Feb%202018%20radio.mp3>

**Multimedia:** <https://www.youtube.com/watch?v=lehE73sYjX0>

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## Adam

### Music

- [Batistella - Moonlight Dance - Seiken Densetsu 3 \(OC ReMix\)](#)
- [Nightswim - A Crook Man's Eyes - Mega Man 5 \(OC ReMix\)](#)

### Topics

- PS4 hackers use WebKit exploit (discovered Dec 2017) to unlock hardware; also allows running PS2 games
- 35-year-old record on *Dragster* (Atari 2600) invalidated, former record-holder banned from all boards on Twin Galaxies (long-standing record and allegations of cheating on other boards)
- Billy Mitchell (*King of Kong*, holder of 3 1M+ score records for OG *Donkey Kong*) records invalidated; allegations+proof that MAME, not original arcade hardware, was used, and runs possibly segmented / stitched together
- *Bleed 2* gets free update w/ endless mode - random levels, go till you die
- Now on Ko-Fi, yay
- New stream endpoint - stream.zerohour-productions.net

### Personal gaming

- Sublevel Zero Redux (Quest for Semi-Glory, now complete)
- Celeste (Quest for Semi-Glory, now complete)
- Smash Bros Melee
- Legend of Zelda A Link to the Past (randos)
- Assault Android Cactus (speedrun practice)

### Ad-hoc design

- 2-4P competitive arena shooter (likely 2D, side view); twin-stick move-and-shoot
- Configurable weapons

- All players have same # of “points” to configure certain aspects of their weapon
  - # of projectiles - >1 = spread weapon
  - Distance of shot - some damage fall-off at extreme distances
  - Power of shot - affects damage, chance to stun, amount of knockback
  - Accuracy - affects deviation from actual aim / spread of multiple projectiles
  - Rate of fire
- Topping out a single aspect yields smaller gain
- Can build three presets prior to the start of the round
- Can quick-swap between presets at any time during, max once every 5 seconds
- All presets (and details) are visible to every player before the round starts
  - 15 seconds at start of round to examine other players’ loadouts
  - During round, players take on certain colors / other indicators showing which of their presets is currently active
- Power-ups available during a round
  - Temporarily add weapon effects, w/ reduced overall damage
    - Poison - projectiles cause damage over time
    - Ice - projectiles slow down enemies
    - Fire - projectiles leave damaging trails
    - Quickshot - projectiles are much faster
    - Tank - projectiles cause much higher knockback
  - Temporarily alter current weapon preset - double a single stat (any of the configurable properties), but slightly reduce the rest
  - Temporarily alter player movement, w/ reduced weapon stats
    - Speed - higher movement speed
    - Dodge - alt movement tech, player moves a fixed distance rapidly while avoiding all projectiles
    - Stun / knockback resist - no player stun

## Shane

### Music

- [Rebecca E Tripp - Arrghus' Lair - The Legend of Zelda: A Link Between Worlds \(OC ReMix\)](#)
- [Bowlerhat. The Conservatorium Masstricht Big Band - Samba del Anjos - Sonic the Hedgehog 3 \(OC ReMix\)](#)

### Topics

- *FFXII:TZA* now on PC!
- Nintendo Switch now outsells the Wii U’s lifetime sales by over 1M units
- Switch online will launch November 2018
- *Mario Kart Tour* racing to mobile devices by March 2019
- *Final Fantasy XV Windows Edition* lands on 6 March; benchmark utility made available

- *Crash Bandicoot N. Sane Trilogy* ports coming to Switch and PC this year
- Established new domain for personal streaming things: [tormod.stream](http://tormod.stream)
- Also on Ko-Fi

## Personal gaming

- *Mario Kart 8 Deluxe* (Switch, 2017)
- *Quiplash 2* (PC, 2016)
- *Final Fantasy XII: The Zodiac Age* (PC, 2018)
- *Boss Monster* (Card, 2013)
- *BPS Tetris* (NES, 1988)
- *Tetris 2 + BomBliss* (NES, 1991)
- *Tetris DX* (GBC, 1998 - new 1:31 40-line PB)

## Ad-hoc design

|                |   |
|----------------|---|
| TITLE:         | Dying Planet: Assault on Valuce   |
| GENRE:         | Action RPG  |
| PLAYERS:       | Solo or 2-player cooperative campaign   |
| INPUT METHOD:  | Controller; keyboard/mouse  |
| GRAPHIC STYLE: | Realistic   |
| AUDIO STYLE:   | Orchestral; electronic; whatever suits the zone's track   |
| POV:           | First- or third-person  |
| STORY:         | The world is slowly dying - each day, some part of the landscape withers and decays, leaving nothing but bleak emptiness and the hint of former life. In its campaign to achieve dominion over the planet, the Valuxian Engineering Corps extracts heat from the world's core, and nutrients from its lands - all to power their menacing technology and perverse ambitions. A small band of fearful, yet optimistic rebels finds a new kind of technology - one that seems to grow with care and nurturing as life does - that stands a chance to quell the tactics of the VEC                 |
| HOOK:          | These weapons and modules, while powerful and capable of achieving the objective of the story, begin to slowly sap away at the life force of those who use them... without their knowing  |
| INVENTORY:     | Various tiers of weaponry; curatives; weapon modules (sometimes evolutionary, sometimes standalone); armor  |
| MECHANICS:     | Weapons have base tiers, however modules can be added to them, which add stats, properties, abilities. Over time, the modules on the weapons gain experience and can be removed and transferred to higher-tier weapons - this is the only way that modules can be added to higher-tier weapons, as they must first be leveled on lower gear. This forces players to use lower gear longer in order to make higher gear that much better, if they choose to use modules. The better-utilized the modules are, the more quickly they rise in rank and experience, akin to <i>Final Fantasy II</i> |
| OBJECTIVE:     | Unlock the potential of organic weapons technology to overthrow the   |

corrupt political system enslaving the world, all the while solving the riddle of life sap before the rebels are annihilated

## Tony

### Music

- [Rebecca E Tripp - The Universe - Final Fantasy IV \(OC ReMix\)](#)
- [Tyler Grill - The Last Laugh - Banjo-Kazooie \(OC ReMix\)](#)

### Topics

- MEANDERS released on the 7th, first person super fast platformy survive to the exit game, from indie dev ATOMIC BREATH. Looks exciting, can be had for a fiver.
- Maaaaybe getting Spyro trilogy remaster on PS4? Lots of rumors but nothing official yet
- Monster Hunter: World released end of January, smashing success for the franchise
- *World of Warcraft: Battle for Azeroth* preorders opened up, took servers down for a day, introduces Allied Races early and some deluxe edition goodies, everybody gets a 110 boost also
- *Vulpine* is funded, woo
- *The Red Strings Club* released last month by Devolver

### Personal gaming

- *World of Warcraft (PC)*
- *Pathfinder (tabletop)*
- *Dance Dance Revolution (AC)*
- Not much to speak of, thanks to the crash :(

### Ad-hoc design

- Twin stick rhythm game
- Pips originate from the center in kind of a 3D well fashion, cylindrical playfield
- You control two "sleds", which must be positioned to catch these pips to the rhythm - they rotate around the outside of the play field
- Some pips also require the appropriate shoulder button to be tapped when approaching the sled
- There are spiral markers (named because that's how they appear) where your sled must travel the designated path around the perimeter accordingly
- Sleds can overlap and in fact some patterns will require it
- Sleds are colored orange/green, orange/blue, pink/yellow, or some other combinations of colors that are easy to immediately discern, and areas where they overlap will be in white to suggest as such
- Sleds cannot be moved across the playfield, they have to be rotated around the outside, so if the left stick needs to go across, you could either go down and then right, or up and

then right

- Markers will exist that look like spikes, they must be avoided by both sleds at all times or risk losing life
- Life meter drains as hits are taken by spikes, or pips and markers are missed
- A life meter exists for each sled individually, and when both meters are gone, the stage is failed
- When one sled's life meter is extinguished, all of the further losses of life for the absent sled now affect the remaining sled - early on in stages this could make things impossible, but if you're at the end you could kinda fudge it and hold on
- Consecutive successful play will score combo, which determines the rate at which the life bar will regenerate and also counts for bonus scoring at the end
- Easier game modes will have wider sleds, increasing difficulty will increase score, speed at which things approach from the well, frequency of pips and markers, and will decrease life regained due to combo and also sled width