

Round 56 - Shmdown

Audio recording:

<http://zerohour-productions.net/recordings/insertcredits/R56%2018%20May%202018%20radio.mp3>

Multimedia: <https://www.youtube.com/watch?v=NwG61hM68OY>

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Adam

Music

- [Maverick Astley - Rolling - Mega Man X \(OC ReMix\)](#)
- [Jeff Ball, timaeus222 - In the Heat of Battle - Assassin's Creed: Brotherhood \(OC ReMix\)](#)

Topics

- Valve will delay game patches (RE: Dota 2) during major tournaments; recent Epicenter XL tourney had a patch drop in the middle of the event
- SteamSpy not dead(!) - starting to use machine learning rather than direct access to public user game libraries
- *Mega Man 2*, *Mega Man X* getting legit physical re-releases in special blue cartridges as part of 30th anniversary (\$100 each, 8,500 of each to be made)
- nVidia GeForce Partner Program dissolved following bad press
- Valve / SteamVR allows custom controller bindings for various current VR controllers; should be usable for future controllers
- Chrome update that muted autoplay videos by default (and caught many web-based games, old and new) now getting rolled back, but (will be reinstated in major release 70)
- Microsoft reveals Xbox Adaptive Controller - features 3.5mm inputs for interop w/ existing accessibility tools, instant remap, switchable profiles

Personal gaming

- Outland (now complete)
- Everspace (now in progress...still)
- Axelay (Shmup Book Club)
- Ketsui (Shmup Book Club)
- Legend of Zelda A Link to the Past (randos)
- Assault Android Cactus (speedrun practice)

Ad-hoc design

- Side-scrolling shmup; goal is to protect friendly ships, rather than destroy enemy ships
 - Continues as long as there are friendly ships still alive (a-la *Missile Command*)
 - Player respawns / recharges between waves
- Multi-part waves
 - Part 1 - prep phase
 - At start of first wave, select how many friendly ships to escort
 - See expected incoming enemy ships and bullet patterns
 - Originate from right side of screen as bright vectors/paths (or heatmaps)
 - Gradually fade right-to-left, as certain enemies and patterns are less certain
 - Outfit player ship w/ various shields, barriers, engines + other movement buffs
 - Repair and arrange friendly ships
 - Part 2 - action phase
 - Enemies appear, fire bullet patterns, leave (or attempt to ram ships)
 - Player maneuvers their ship to block, deflect, or absorb enemy bullets
 - Real-time adjustments to friendly ships by moving player ship near them
 - Friendly ships will weave somewhat, depending on how much damage they take
 - Part 3 - score phase
 - Count up base score, bonus scores, multipliers
 - Waves advance when requisite number of friendlies successfully survive
 - Part 4 - emergency phase
 - Triggered when all friendly ships are destroyed, no reserves, and player ship still in play
 - All player reserve ships removed
 - All enemy ships become more aggressive - bullet patterns change, more frequent ram attempts, etc
 - If player survives through end of wave, one friendly ship given for start of next wave
- Player ship
 - Has no offensive weapons
 - Equipped w/ various shields, barriers, and some measure of health
 - Can rotate physical barriers, set concentration of other shields
 - Last resort - can absorb some enemy fire in total, to save a friendly ship
 - If destroyed during wave, remainder of wave plays out
- Enemy types
 - Different tiers based on number/style of bullet patterns, how many times they fire, what they do afterward
 - Patterns

- Single - simple well-defined pattern
- Multiple - more than one pattern
- Varying - portions of different patterns patched together
- Leave action
 - Leave right side - standard retreat
 - Leave left side - accelerate slowly in straight line
 - Target for ramming - accelerate quickly toward a targeted friendly ship
- Scoring
 - Overall base score - total number of waves (including partial) completed
 - Base scores per wave
 - Fixed amount before multipliers applied
 - Bonus amounts for condition of each friendly ship at end
 - Bonus amounts for condition of player ship, extra reserves at end
 - Multipliers per wave
 - Increases steadily as waves are cleared, if more than one prep/action phase pair required
 - Reset to base (1x, 2x, 3x, etc) at start of next wave
 - Bonus multiplier for each reserve player and friendly ship at end
 - Reserve player and friendly ships awarded for reaching certain scores
 - Game ends when all player and friendly ships are destroyed with no reserves

Shane

Music

- [Level 99 - Final Ride - OutRun \(OC ReMix\)](#)
- [RebeccaETripp - Divine Princess of Destiny - Legend of Zelda: A Link to the Past \(OC ReMix\)](#)

Topics

- EA continuing its loot box campaigns, despite regulations
- Colin Mateias, a man from Romania charged with leading DDoS attacks on *World of Warcraft* in 2010, has been sentenced to a year in federal prison
- *World of Warcraft*'s in-game currency currently worth 7x more than Venezuelan [bolivars](#)
- A likely-fake list of games is "leaked" from Walmart Canada ahead of [E3](#)
- Nintendo's online service for Switch launches in September for \$20/year for a single user, or \$35/year for up to 8 users; features include online save backups, a library of NES games that can be played online in some fashion, and the ability for online matchups and leaderboard placement
- *Monster Hunter Generations Ultimate* coming to Switch on 28 August

Personal gaming

- *Final Fantasy XV: Windows Edition* (PC, 2018)
- *Tetris DX* (GBC, 1998)

- *Tetris: The Grand Master* (Arcade, 1998)
- Various pinball machines

Ad-hoc design

TITLE:	<i>Chronicles of an Innkeeper</i>
GENRE:	Tabletop RPG ... RPG
PLAYERS:	1-5
INPUT METHOD:	Gamepad; keyboard/mouse
GRAPHIC STYLE:	<i>Monkey Island</i> -esque
AUDIO STYLE:	<i>Monkey Island</i> -esque
POV:	Some menus, some top-down, some talking heads cutscenes
STORY:	Unbeknownst to anyone else in this world, you are the god of all that is right and good; you serve the people of your world as a simple innkeeper, guiding adventurers to succeed in their fight against the malady plaguing the world. While these adventurers appreciate your wisdom, they're ignorant to your true title! You guide new groups of adventurers into the world, helping them as much as you can, with the goal of returning the world to peace and prosperity.
HOOK:	Use wisdom and manipulation to influence characters (either NPCs or PCs) to choose job classes that fit their backgrounds best, but also manipulate RNG itself in their training process to boost their abilities and stats, as well as provide helpful items to aid in their success.
INVENTORY:	God character: magic dice, abilities w/ cooldowns, crystal ball Adventurers: weapons, armor, spells, utility items
MECHANICS:	Aid adventurers by making magic dice rolls to pad permanent statistics, and also assist in character RNG events such as spellcasting, success rate of skills, and so forth
OBJECTIVE:	Bring peace and calm to a land ravaged by evil and chaos

Tony

Music

- [Eino Keskitalo - Sixty Force Techno - Shining Force II \(OC ReMix\)](#)
- [GrayLightning - Armageddon - Shining Force \(OC ReMix\)](#)

Topics

- Byuu looks to begin work on **bsnes** again, after developing multi-emulator Higan for years already. They want to focus on better performance, a more friendly UI, all while maintaining the highest compatibility like before
- *World of Warcraft: Battle for Azeroth* leaves Alpha and enters Beta - all Alpha participants are automatically eligible.
- Final two characters revealed for *Octopath Traveller*, the first letter of all the names spell out OCTOPATH (because of course)

- Retro project updates (imaged new 3.5" disks, controllers from InterAct, Voodoo 5 5500 fan replacement)
- AMD introduces Ryzen Pro with Radeon Vega integrated for both laptop and desktop, HP super on board

Personal gaming

- *Jill of the Jungle (DOS)*
- *Tyrian (DOS)*
- *Zone 66 (DOS)*
- *Blake Stone: Aliens of Gold (DOS)*
- *Pathfinder (tabletop)*
- *Dance Dance Revolution (AC)*

Ad-hoc design

- Mirror Shmup
- Players are on opposite sides of the vertical playfield (or horizontal, because home users probably aren't rotating their monitors)
- The goal is to obliterate your opponent
- Enemies show up flying against you both from the opposite side of the screen (from the top if you're on the bottom, etc) and are color-coded according to your player color
- You cannot destroy enemies that are not your color
- Destroying enemies that are your own color have a chance to drop powerups and increase your firepower
- Best 2 out of 3 matches
- Match ends when one player is destroyed, either by enemy fire or opposing player fire
- It is not one hit kill like many popular shmups, each player has a life bar that is visible on your side of the screen
- Some powerups will change enemy behavior (make them go after your opponent instead, auto-clear your own enemies, etc)
- Single play mode, but if another player drops in a coin and joins, it works much like Street Fighter and such, A NEW CHALLENGER APPEARS