

# Round 6 - Yep.

## Audio recording:

<https://zerohour-productions.net/recordings/insertcredits/R6%2025%20Apr%202014%20radio.mp3>

## Show index

- News: 00:05:46
- Music segment 1: 00:12:48
- Gaming: 00:22:02
- Music segment 2: 00:30:23
- Design: 00:36:56

## Adam

### Music

- [OA - Rainfall - SmartBall \(OC ReMix\)](#)
- [Midee - Cleaning Out Axis - Batman \(DoD Mar 2014\)](#)

## AtW

### We're going to PAX Dev / PAX Prime 2014!

- Hell yes.
- Any folks we've met before going? Anna Marie / Muteki...
- Gonna be an excellent, exhausting time; probably less panels, more walking around

### Brief mentions

- Valve to port VOGL debugger to Windows; *\*to\** Windows
- Zynga active player-ship cut by half in one year (ha ha!)
- Saw a 'King' commercial for some weird fruit-matching game; made my stomach turn
- Some formerly-GameSpy supported games getting revamps to use Steam: 2K Games' Borderlands, Civ 3, Civ 4

### Personal Gaming

- Spelunky
- Nuclear Throne
- Really Big Sky

### Ad-hoc Design

- Corridor/dungeon exploration; Rift optional (though recommended)
- Randomly-generated paths; given a set of discoverable / visible items, puzzles generate that use those items - locked doors, circuitry, holes, ravines, etc.
- Certain sections 'lock' as soon as you enter; can't backtrack indefinitely, may cause timed puzzles ('death' on failure)

- Completing certain sections is a 'win'; reappear at courtyard with special item, or some other means to advance in a different area
- Start at courtyard surrounded by three? Four? Five? X towers
- 'Death' brings you back to the courtyard; prevailing reason: deja vu, or some other contrived reason; lose all items, all towers / areas reset (maybe some persistence for 'key' locations?)
- Can etch / write on walls, or store stuff in boxes found along the way; some boxes will teleport items back to start for use in next run (if 'die' or pass 'level'); writing will stay if that 'section' is generated as part of next path (i.e. advice to your future self, maybe a code / answer to puzzle for later); other random inventory dropped anywhere does not persist
- Very subtle environmental cues (maybe slight highlight on notable things); can zoom in on things to examine, may need an item to make sense of it? (light, magnifying glass, etc)
- Some environmental hazards; steam, poison, lack of air, whatever
- Very, very limited HUD, pay attention to surroundings to monitor progress - can look at self to see what your inventory is (hands, left/right hip if have belt, left/right shoulder if have backpack)
- Controls: arrows / WASD to move forward / back, turn left/right; mouse to look only; slow, methodical movement
- Very, very limited inventory; can carry two objects at any given time (one in each hand), +2 if you find a belt, +2 if you find a backpack; objects of varying sizes may take up more than one slot or stack for multiples; some 'always on' items, like a gas mask, helmet, boots, etc. Not really 'armor', but more exploratory-assisting items
- Items can be combined; i.e. hook + rope = grappling hook, makeshift bridge, rappelling gear, etc.
- Very, very few enemies; objective is to explore/advance, not kill
- Very, very limited attacking - only with select 'weapons', but even then more used to advance through puzzles than kill enemies; not ammunition-based, but charge-based, charges very slowly

## Shane

### Music

- [Hat - The Cool Path - Seiken Densetsu 3 \(DoD Dec 2005\)](#)
- Disco Dan - Native Knight - Mega Man 6 (IronMix Competition 6...sorry, no link)

### Topics

#### Theatrhythm Final Fantasy Curtain Call announced

- Released in Japan on the 24th; Amazon lists North American availability as 31 December
- >200 songs, >60 characters
- New games represented, including *FFXIII-3 Lightning Returns*, *FFXIV: A Realm Reborn*, and fan favorites, such as *FFVII: Advent Children* and *FF Tactics*

### **Super Mario 64 120-star speed run record achieved**

- Broadcast on Twitch, Sigleemic eeks in at the tail end of 1:43:00
- <http://www.twitch.tv/sigleemic/b/522045555>; speedrun begins at roughly 6:10:00
- Japanese version played on the original console

### **Oculus acquisition by Facebook approved by the FTC**

- FTC gives Facebook the green light for \$2B acquisition
- Facebook continues to deny that they will rebrand the device
- Zuckerberg claims that Oculus will “operate independently within Facebook”

### **Personal gaming**

- *Pathfinder* (tabletop RPG)

### **Ad-hoc design**

- Cross-over JRPG/rhythm/exercise game that involved actual movement to run places and do battle
- Battles are done similarly to a menu-driven system, but macros done on a dance pad determine your action's intent
- Action strength determined by skill level of rhythm movement that needs to be matched on-screen
- Greater the accuracy, the better the hit/chance for crit
- If you fail, depending how quickly, you may even damage yourself or teammates/break equipment/etc ala TRPG critical fails