

Round 7 - Tell Me More!

Audio recording:

<https://zerohour-productions.net/recordings/insertcredits/R7%2002%20May%202014%20radio.mp3>

Show index

- News: 00:06:20
- Music segment 1: 00:27:37
- Gaming: 00:36:18
- Music segment 2: 00:47:43
- Design: 00:57:15

Adam

Music

- [rebrained - Wang. You Want? - Shadow Warrior \(OCReMix\)](#)
- [Shnabubula - Calling Me - Double Dragon Neon \(DoD Oct 2012\)](#)

AtW

PS4 receiving lots more indie titles in 2014

- Good job, Sony (feels weird to say that)
- Jamestown Plus! (with some PS4-exclusive content)
- Nidhogg, Escape Goat 2 (making first console debut), Spelunky, Chariot, Ironclad Tactics, Apotheon, Drifter, Chasm, Source
- Cross-platform play for Starwhal, at least (alongside PS3 version)
- Brief aside: Nintendo indie contact prevented from talking to press:
http://gamasutra.com/view/news/207218/The_brick_wall_No_close_encounters_with_Nintendos_indie_exec.php

Oculus in legal trouble because of Carmack?

- John Carmack left id Software for Oculus in Nov 2013
- Had been working with Oculus while still @ id
- Zenimax (owner of id) claiming rights to Carmack's work, ostensibly some of Oculus (as he was employed while working with the same)
- Brought to light b/c of Facebook purchase, lots of money involved (go figure)

Landfill dig for Atari's ET cartridges

- Success! Found Atari 2600 ET, Pac-man, Centipede, others

Personal Gaming

- Crypt of the NecroDancer (alpha, PC) - speak to Tetris effect
- Samurai Gunn (PC)

- Broforce (PC, Steam early-access)

Ad-hoc Design

- Tile-matching puzzle game, inspired by bathroom floor tiles and Rubik's cube
- Start with core 4x4 tiles; need to match at least 2x2, then tap/touch to clear
- Can move columns and rows separately; pieces on edge wrap around to other side
- Game ends when reaching beyond 12x12 tiles (on any row or column); no 'win' condition, score only
- Tiles outside cleared area move into center, extra min 2x2 groups automatically clear = score multipliers
- Gray tiles don't count as a group; can be moved normally, disappear when adjacent to a cleared group
- More tiles appear based on game mode, adds another tile on each side of every row/column (shamelessly inspired [partially] by Spelltower):
 - Relaxed: more tiles only appear after clearing a group
 - Frenetic: more tiles appear based on a timer; timer speeds up as more groups cleared (a-la Tetris)
 - Shuffled: toggle for other two modes, a random ring is rotated CW or CCW by one tile after a group is cleared
- Difficulty: easy = 3 colors, normal = 5 colors, hard = 7 colors
- Possibility for versus play - much like other head-to-head puzzles, each player starts with same arrangement, gets same tiles filled in
 - Major clears send gray tiles to other player, earn one-time-use items (bombs, steamrollers [levels entire block], row/column erasers, etc)

Shane

Music

- [The Griever - Battle in the Far North - Final Fantasy X \(OCReMix\)](#)
- [M-H - Eternal Sword of Norse Fauxology - Tales of Symphonia \(DoD Apr 2011\)](#)

Topics

“Andy” Android emulator released for Windows and Mac

- Runs with VirtualBox engine, allows for mostly fullspeed emulation of Android 4.2.2 Jellybean
- Able to use a synchronized Android device to act as a controller for games running in the emulator
- 1ClickSync mechanism allows apps to be synchronized from an existing Android device as well

Mario Kart 8 Nintendo Direct released on 30 April

- New Rainbow Road looks AMAZING

- Anti-Gravity Racing revealed; underground, walls, ceilings, new surfaces. Tires flip sideways and glow blue. Spin boosting during anti-gravity mode will allow for a small boost, rather than the normal slowdown during collisions - can be used cooperatively
- Kart customization similar to MK7; ATV added
- Koopalings joining the roster, along with Baby Rosalina, Pink Gold Peach. 30 racers this time!
- New items include Boomerang Flower (can be thrown three times), Piranha Plant (also eats items!), Crazy Eight (eight items at once!), Super Horn (sends local shockwave AND CAN DESTROY BLUE SHELLS)
- Bikes excel at cornering, but straightaway speed is best with karts; both styles are balanced
- Online gameplay included; four modes, up to twelve players. Modes include worldwide, regional, friends, and tournaments. Lobby chat enabled. Can host your own tournaments (set time, rules, etc). Can race against online ghosts. Miiverse stamp for beating dev ghosts. Mario Kart TV (view racing highlight reels; rewind, slow motion, upload favorites, others can download, can view popular reels, can post comments on reels, can upload directly to YouTube)
- Live music this time around? Fucking awesome melody in the Nintendo Direct at around 25 minutes in!
- FREE DOWNLOAD CODE for one of four games if you register MK8 in the first 2 months!
- New trailer looks fucking sweet - SO looking forward to this game!

Personal gaming

- *Pathfinder* (tabletop RPG)
- *Tales of Symphonia* (PS3 remake)

Ad-hoc design

- Pinball/JRPG crossover (SO MANY CROSSOVERS!)
- Gutter balls = character death. Bumper blitz = flurry of blows. Special move = limit break. Multi-ball = aeon summon. Et cetera!
- Basically a pinball table with an interactive game on the backboard ala *Final Fantasy*
- Could include mode with successive boss battles (might actually make more sense to just have the game be this)
- Completing pinball events would yield special items like 'Phoenix Down' (extra ball), et cetera