

Issue #1

MARCH 2021



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BanjoZine
Issue #1—March 2021

www.banjodave.com

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rootootoot

What is n?

n is a freeware flash platformer developed by Metanet Software, first released in 2004. Version 1.4 is currently available to download for free at:

thewayoftheninja.org/n_history.html

(If the link goes down feel free to hmu for a copy)

The mechanics of gameplay in n are super satisfying and the gameplay possibilities granted by the physics engine are deeper than you might first imagine. If you enjoy challenging yourself and have good taste, you're missing out by not having n on your PC.

500 Levels by DW40

In 2018 I released a pack of 500 levels made by yours truly. Available for free download from my website www.banjodave.com and my Discord server—the BanjoCave.

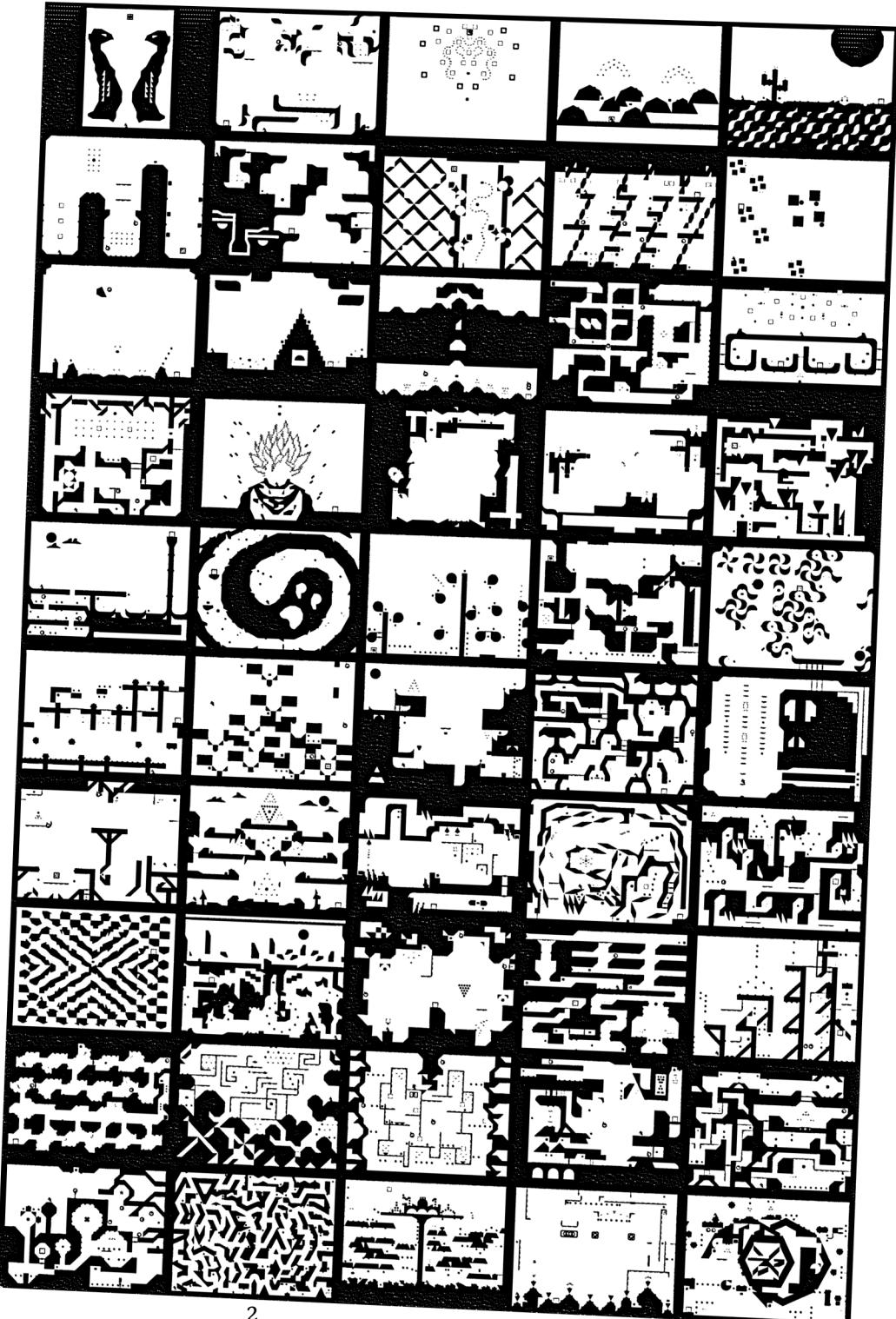
I have created over 2000 maps for n v1.4 over the course of 10+ years starting in 2007 and in rootootoot have hand selected my favourite 500, and ordered them into columns arranged by difficulty and complexity.

Bonus Column

In addition to these 500 maps, please enjoy a bonus column of 50 remixed maps. These maps fall into 5 categories, each providing a unique twist on gameplay: DATA CORRUPTION, where the map data has been forcibly degraded but remains completable; RED GOLD, where all gold has been replaced by mines; TOPSY TURVY, where the map has been flipped upside down; HARD MODE, where you will find additional fiendish obstacles in your path; and CHAOS EDITION, where the map has been given randomly generated NReality modifications.

Part of the DW40 Collection

I'm thinking about turning my n map packs into physical CDs. Who even has a disk drive these days? I still like this idea for the aesthetic.





The Mapwich 2: The Mapwichening is a community **DOOM II** mapping project arranged by BridgeBurner56 on *Doomworld* and *The Hellforge* Discord server. Each signup gets partnered with another at random and they collaborate on a map together. Initially scheduled to be a two-week build, everyone got carried away and spent much much longer on their maps (except our map was actually finished in two weeks and we spent some extra time making minor tweaks). The texture pack used is called *OTEX* by *ukiro* and the gameplay mod is *Supercharge* by *Tango*. *OTEX* facilitates beautiful and varied looking maps, and you will experience interesting new weapons and monsters in *Supercharge*. With a full complement of maps, the public beta is available for free download now, just Google it.

For this project I was paired with the talented mapper *Danlex* to create *Ascent to Valhalla*, as the 11th map in the WAD. Starting on the beach you will find your way up and through the cliffside to come upon a giant majestic marble palace jutting out from the ocean. You can see a bridge leading to the palace further along the face of the cliff. Can you find your way there?

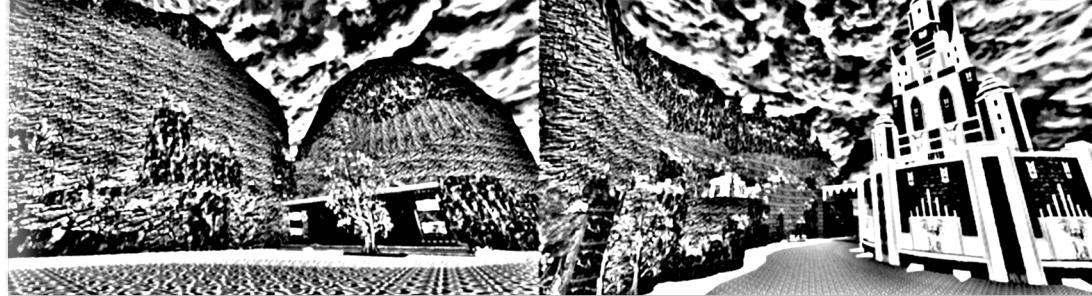
I had a great deal of fun developing this map with *Danlex*. I also learned a thing or two in the map editor, for example, utilising slopes to create rocky outcrops, and Thing rendering and behaviour attributes to create an army of water elementals.

Be sure to follow *Danlex* and me on *Doomworld* for future projects. While writing this zine, *Danlex* released a new map entitled *Lullaby*, which is incredible. I'll review it in the next issue. Of course, I'll keep you updated on my work through my website, social media, and in future issues of this zine.

Have you played it already? What did you like about it?

What could be done better? Did you find the secret Mapwich easter egg texture?

lmk



More maps from The Mapwich 2

MAP01 The Collector
Jimmy and DoomTheRobot

Mapwich 2 kicks off with this great map that even has an intro cutscene. Find the four heroes and return to your ship. Compelling exploration and an interesting outdoor hell-planet environment.



MAP20 20,000 Monsters Under the Sea
Insane_Gazebo and dac

The sheer scale of this map is incredible, you feel utterly dwarfed by the environment. Check out the monster count (not actually 20000 but plenty). Pure slaughter insanity.



MAP09 Felis Vulgaris
CyanoBugron and TheMisterCat

The looming towers surrounding this map embedded in the skybox look amazing.

The variety of environments and the gameplay make this map a must play.



MAP17 WTF is this map called
RonnieJamesDiner and Sapfiar

This map's cavernous organic looking tech-base and surrounding natural environment with its chasms and waterfalls blew my mind. A beautiful map to be sure.



Sheik's Vanish Glide Guide for Super Smash Bros. Melee

Sheik's up special, called Vanish, can initiate on the ground and execute in the air. Input an up-B near a ledge or platform edge while running towards it. Doing a quick quarter circle helps. A successful attempt will produce an extra poof hitbox as Sheik leaves the ledge in addition to the normal hitbox produced by Vanish. Timing is crucial to pulling off this technique. Just run towards the ledge and perform a grounded up special as you reach the end. Be quick with the control stick from running into the up position and reposition it towards the ledge as the poof happens. The timing isn't particularly strict. I don't know the frame data on the timing exactly but I reckon it's less than half as difficult as a turn-around ledge grab (PC drop).

The vanish glide can go from stage to ledge, stage to stage, platform to platform, platform to stage, and platform to ledge. Plenty of opportunity for dukes and japes. The vanish

glide should never be used as a tool to reach the ledge in an edge-guard situation as there is always a faster way to the ledge. I don't know how many stocks I have lost due to slowly vanish gliding when I should've turnaround needle cancelled or simply wavedashed back. The technique is too satisfying I guess - I can't help myself. A vanish glide hit mid-

stage too is not going to afford you an opportunity to follow up due to the extremely slow end lag. Instead, you can utilise this technique as a stylish way to extend tech chases near the ledge. You'll get ledge intangibility and your opponent will be all like hey now what c'mon now huh shit man damn son.



Fox getting Banjoed
on Battlefield



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Things wot im workin on

Here are some of the things I'm working on at the moment. Truth be told I have too many ongoing projects and not enough discipline to see them all through so I'm listing the projects that are getting the most attention at the moment, the ones more likely to see the light of day. If you don't hear further updates on these please accost me accordingly.



A mobile app. Inspired by Pokémon's Magikarp Jump app and a desire to increase productivity. A cross between Tamagotchi and to-do lists. Like a habit RPG, a way to gamify your own task management. Take ownership of a gigantic spaceborne wyrm, hungry for carbon. Lead it through the solar system finding sources of carbon to feed upon by progressing through tasks in your real life. As your wyrm grows, it increases in size. At first, feeding on small carboniferous asteroids, growing larger and larger until you are consuming entire planets. How big can you grow your virtual space wyrm? How much can you achieve in reality?

DOOM II

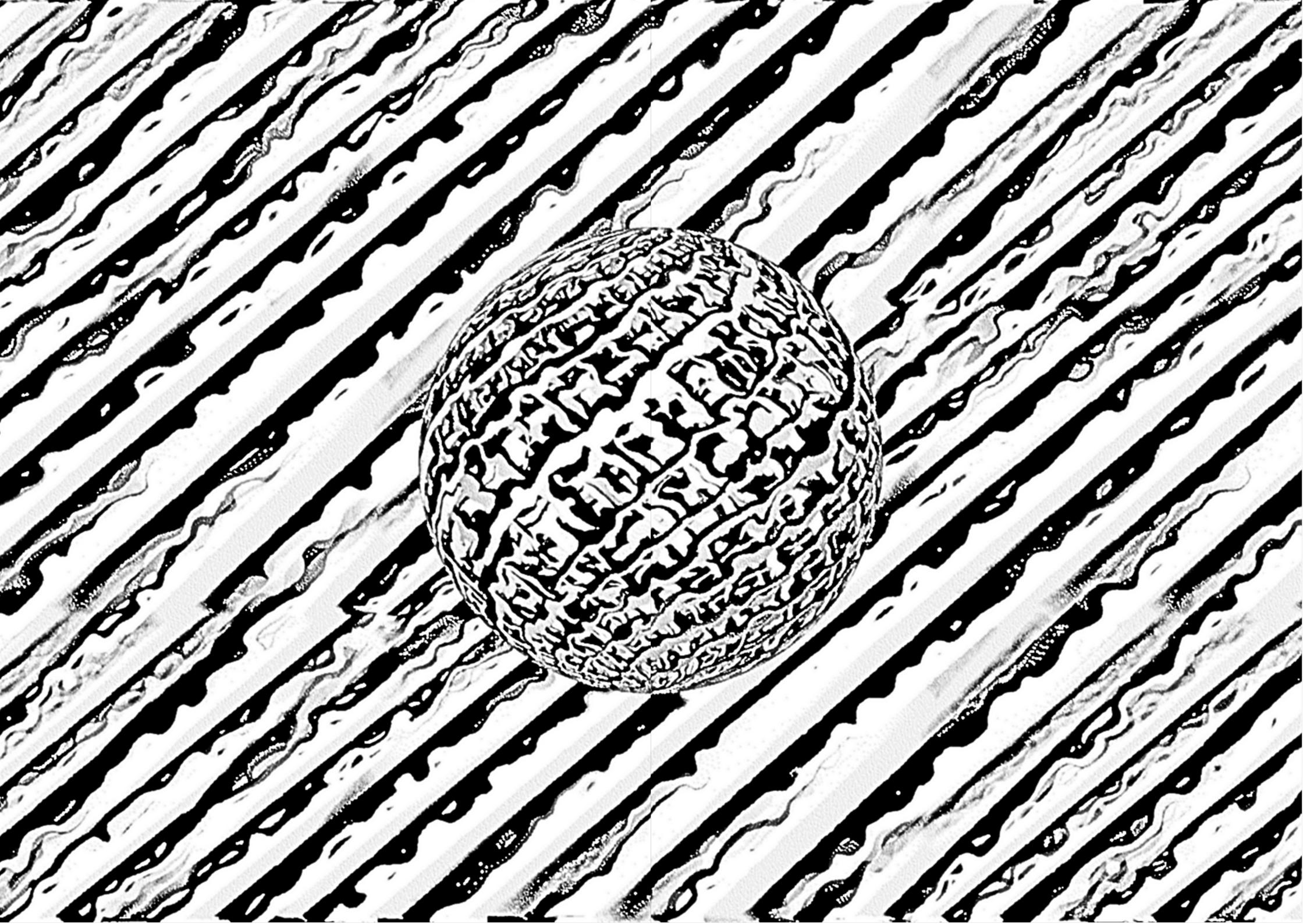
Currently I'm working on a 32 map DOOM II WAD using no additional assets. No extra textures, scripting, or anything but some DeHackEd text changes. I have some more complex DOOM projects planned that I want to release in the future, but first I thought it would be good to familiarise myself with basic (limit removing) DOOM map creation without the use of fancy GZDoom or even Boom luxuries. An attempt to create genuinely engaging environments and monster encounters with only stock assets before moving on to more extensive things. A stepping stone in my FPS dev journey. I have ideas for further down the line.

sol

More maps for sol v1.4. The focus of this pack is variety. I want to make maps for sol that contrast in genre, style, and gimmick as much as possible. I've almost finished a full column of this but my map making is rusty and I'm struggling to finish it. There should be a release coming soon though.

As I said there's a bunch more fun stuff I want to make. Games, art, YouTube videos, whatever. I have difficulties seeing things through however. Working on it.

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EXPERIENCE ULTRACLUB4K

ULTRACLUB4K from DØVES CRY SPRINGS ETERNAL is a 60 min DJ set for “promotional use only” whatever that means. Expertly mixing ‘90s and early 2000s trance club bangers and hardstyle with emo rap and modern trap beats. “Prepare for serious conflicting sounds” is right, but it is produced so well; a very experimental set that knocked it out of the park. It was released about a year ago but I’m still bumping it on a weekly basis.

WPSE and døves sound incredible on vocals. Lyrical themes within cover depression, drug use, love, and the occult over samples such as ‘Alice Deejay - Better Off Alone’, ‘Snap! - Rhythm is a Dancer’, ‘Darude - Feel the Beat’, and ‘Kay Cee - Escape 2’.

I purchased the first press cassette which comes with its own lyrics zine produced by UK based underground artist Cremation Lily. It is largely responsible (along with poorly scanned late ‘80s metal zines) for inspiring the BanjoZine. Cremation Lily also features on an additional bonus track entitled ‘drowning’ as the final track of the full UC4K release.

This set is brought to you by two members of GothBoiClique. These guys sure seem to spend a lot of time in the back of the club dressed in all black.

døves—UC4K producer. His music is typically crushingly depressing. He recently released an acoustic ep, with a cover of Lil Peep, Horse Head & Smokeasac’s Stop the Car that comes highly recommended by me. His older stuff can be found under the alias ‘suicide forest’.

WICCA PHASE SPRINGS ETERNAL—Highly prolific singer-songwriter involved in many offshoots and collectives. Adam’s singing voice drips with sincerity and his song writing builds a very rich and specific aesthetic. Check out his most recent EP This Moment I Miss with Darcy Baylis. My top picks of this album are Pain Killer and I Want to Go Out Tonight.

I’m highly looking forward to seeing what these two put out in the future.



ULTRACLUB4K album art
The Return of the Dove to the Ark (1851) by
Sir John Everett Millais



Podcasts

I listen to a lot of comedy podcasts. Uncountable hours worth. Here are some of my current recommendations.

TigerBelly

Nosotros Papaya! Hosted by comedian and Slept King **Bobby Lee** and partner **Khalyla Kuhn**. “TigerBelly is a no-holds-barred arena for half truths, social no-nos, and animal behavior.” Bobby says some pretty crazy shit on the regular, check it out. I enjoy the frank mental health and relationship discussion. Shout outs to **Gilbert** and **Steebee**. During the writing of this zine Khalyla started another podcast with **Annie Lederman** and **Esther Povitsky** called **BloodBath**. Check that out too for the femme fatale triple-threat.

Bad Friends

Bobby Lee again, this time joined by comedian **Andrew Santino**. These guys are frequently at each other’s throats, but the chemistry is incredible. Shout outs to **Rudy Jules** and **Fancy B**. Fuck that other guy. Bad Friends makes my Mondays.

Whiskey Ginger

This is Andrew Santino’s podcast. Great guests. Grab a little drink and chill for an hour. I’m really impressed with the visual style of the YouTube thumbnails and all that.

This Past Weekend

Theo Von is a really funny dude. His associations and train of thought over the course of his podcasts actually blow my mind. I really appreciate Theo’s positive self-talk and how he tries to uplift his listeners.

Take Your Shoes Off

The podcast of **Rick Glassman**. Very fun, very interesting and silly. It makes me cringe when he breaks out into a freestyle but that’s whatever.

This is Important

This is a podcast by the **Workaholics** gang—a TV show that I used to really enjoy. They talk about really important stuff, and it’s good shit. So, I’ve mentioned *Bad Friends* and I’ve mentioned *Workaholics*. There’s one guy I haven’t mentioned. If you know you know.



Downtown no Gaki no Tsukai ya Arahende!!, often shortened to just *Gaki no Tsukai*, is a Japanese comedy variety TV show that has been airing every week since 1989. People in the West may remember this one clip in particular that was popular years ago where the cast are sitting in a classroom watching a Japanese guy try to speak English on a TV (translating 100 as ten-ten-ten-ten...) and they get their arses thwacked with sticks if they laugh at it. A good number of episodes are translated and subtitles by fans and more translations are coming out all the time. Check it out if you are a comedy fan.

The five main cast members of *Gaki no Tsukai* consists of two comedy duos and another comedian. The eponymous *Downtown* are Kansai manzai (traditional Japanese comedic double act) duo 松本人志 **Matsumoto Hitoshi** and 浜田雅功 **Hamada Masatoshi**. Matsumoto-san is the funny man (*boke*), Hamada-san being the straight man (*tsukkomi*). These guys are the Japan's best. Matsumoto may be my favourite comedian of all time. The second duo are *Cocorico*, 遠藤章造 **Endō Shōzō** (*tsukkomi*) and 田中直樹 **Tanaka Naoki** (*boke*). The fifth member is comedian and storyteller 月亭方正 **Tsukitei Hōsei**.

Gaki no Tuskai have a famous new year's tradition. A 24 hour no laughing allowed gauntlet. The final cut usually tops out at 5 hours long. 2020's end saw a no laughing casino and I'm eagerly awaiting the translations. My only criticism is that these specials can be a little too formulaic.

Silent Library is a frequent feature. A punishment is revealed and the members draw cards. The one who draws the skull card must bear the punishment without making noise to disturb the (not real) library goers. A bit sadistic, but cutting edge slapstick.

Absolutely Tasty is one of my favourite segments. The members must come up with a new twist on a well known dish (like pizza or tempura), serve it to the others, and come up with a rating. There's some really disgusting creations, but also some that I really want to try.

Kiki. Can you taste a product blindfolded and then identify the product on a line-up of fifteen or so similar brands? Usually these guys can't.

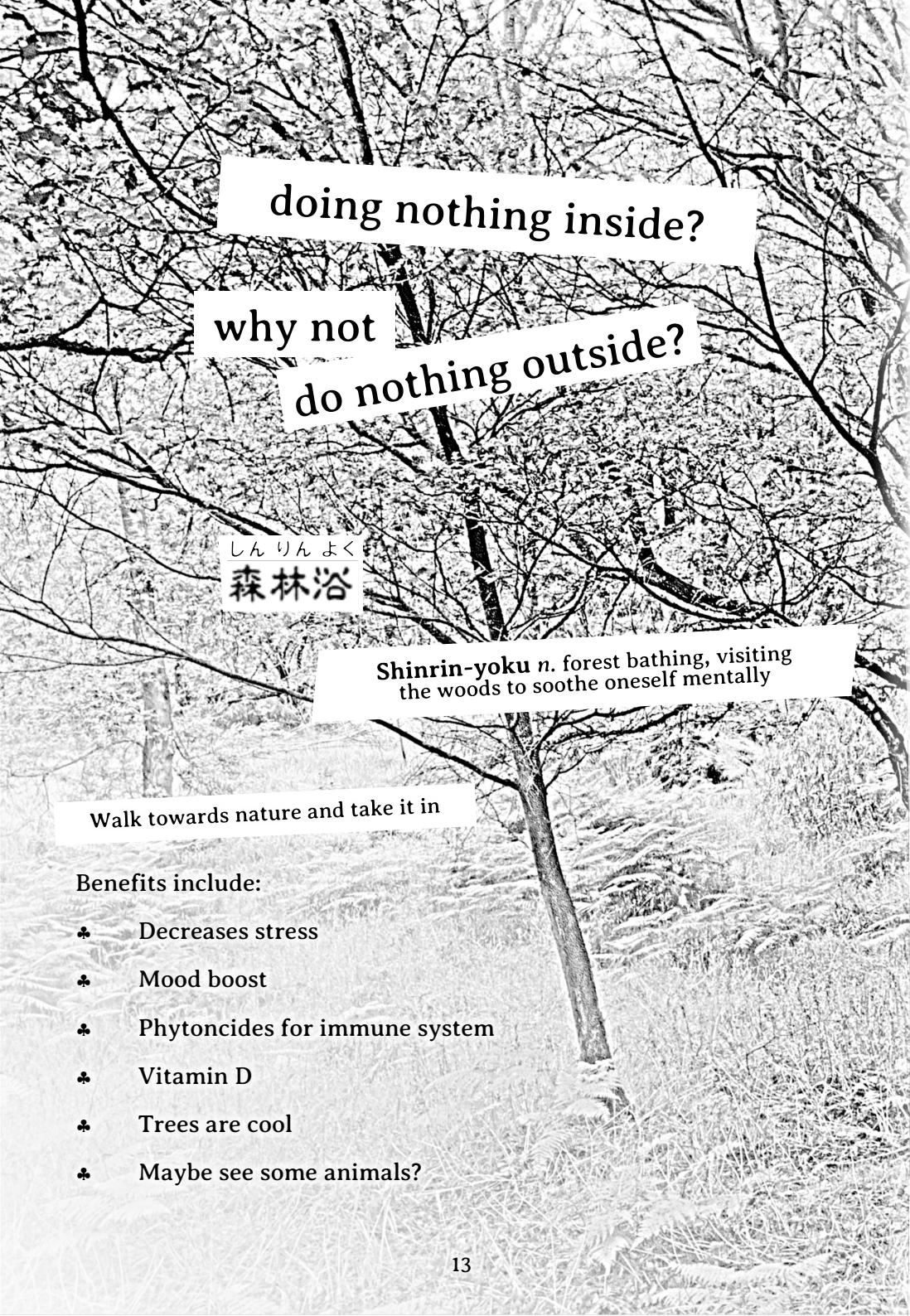


I'd like to take a page just to mention the console dearest to my heart, the Nintendo 64. Christmas morning 1998, upon trundling downstairs and seeing some small neatly wrapped presents and a large present in the back, I decide to open the small presents first. Banjo-Kazooie! "Oh, but I don't have a Nintendo 64... maybe I'll get one next year" I said aloud to my parents. What was in the big parcel? A Nintendo 64 of course. It was either Funtastic colourway Ice Blue or Smoke Black, not sure. No Idea why I first assumed Santa got me the games without the console but anyways. There's some home VHS footage of me playing in Spiral Mountain (intro level of Banjo-Kazooie) and I mention that it is very difficult... not sure exactly what I fount difficult there, a level where, to die, you really have to try hard. Perhaps I was just getting used to the controller.

A 64-bit CPU with a clock rate of 93.75 MHz and a performance of 125 MIPS. The N64 has a convoluted architecture that makes emulator developers cry. Emulators for this console still suck as far as I can tell (compared to Dolphin for example). There's a component in the N64 called the Reality Signal Processor which sounds like something from The Matrix, I love it.

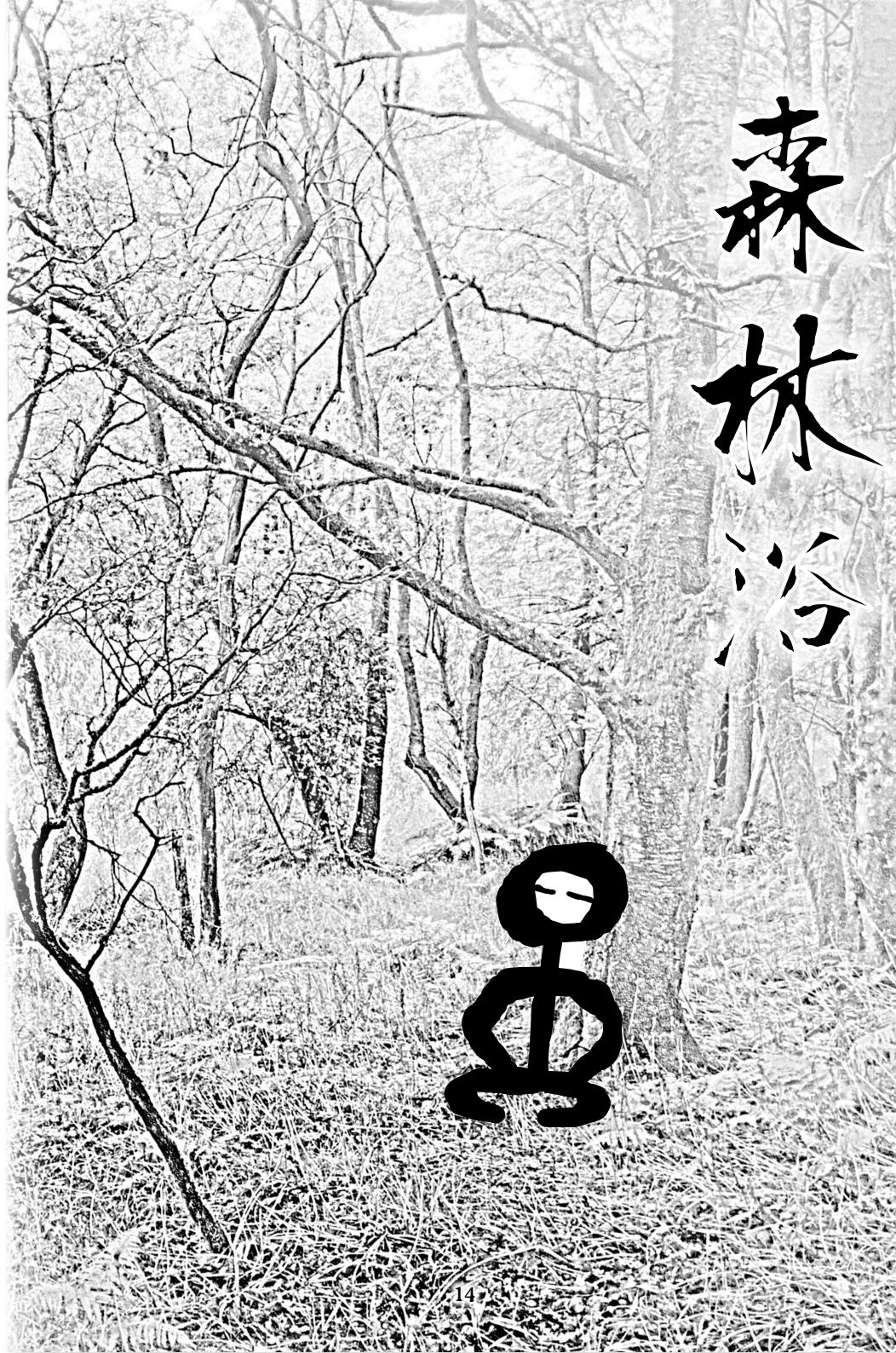
The first Nintendo console to come with four controller ports for multiplayer with games like Mario Party and GoldenEye made for some good times. Let's talk about the controller though—It sucks. The three pronged design, I get it, you can hold it a different way for analog vs digital input, but it's unwieldy. It's impossible to find a controller with a firm control stick due to wear and tear on the plastic inside. The memory cards for the N64 are called Controller Paks and slot into the controller which is weird. If you want haptic feedback you can get a Rumble Pak, which requires a pair of AAA batteries, doesn't fit snugly into the controller, makes your controller top heavy, and you can't save on it. These aspects of the controller don't detract that much from the overall experience though.

Nintendo's foray into 3D gaming has gone down in history with ground-breaking games like Super Mario 64, The Legend of Zelda: Ocarina of Time and Majora's Mask, Mario Kart 64, F-Zero X, Star Fox 64 (Lylat Wars), elevating the platform above the rest at the time (in my opinion). Don't forget about Rare's stellar contribution the system either. Diddy Kong Racing, Donkey Kong 64, Banjo-Kazooie & Toorie, GoldenEye 007, Perfect Dark, Jet Force Gemini... plus a whole bunch of hidden gems from various other developers/publishers. I don't think you can beat it.



Benefits include:

- ✿ Decreases stress
- ✿ Mood boost
- ✿ Phytoncides for immune system
- ✿ Vitamin D
- ✿ Trees are cool
- ✿ Maybe see some animals?



BOP DRUMPS

Know how to play?

