

Inglorious Geeks - Episode 4

1) Greetings

2) Jason's Corner

- Blizzard's blue posts
 - New legion beta changes – Notes from MMO-Champion
 - Max camera distance reduction. :(
 - To make gaming fair? It was already something all individuals could do but not everyone know about it.
 - Facebook streaming your Blizzard games? Any game from the launcher can now be streamed to Facebook. This is current in the Battle.net Alpha stages.
 - AskMrRobot has a beta Legion simulator letting you see how AskMrRobot will look once it's dropped. Looks like they're adding a bunch of new support especially for Artifact builds.
 - Select rotations and bosses for DPS doing multiple simulations till it gets within a level of error margin. You can change out gear and spells to see what you should be doing to maximize your damage.
 - Standard deviation helps you know how wild your dps will range during fights.
 - You can view other shared rotations to see what others are using to maximize their DPS
 - Spell and Artifact changes
 - At first glance a lot of the spell changes appear to be helping most classes by increasing dps or reducing cooldowns of abilities for classes.
 - A lot of the artifact changes appear to be reducing some of the damage increasing abilities for classes.
 - Blood of Sargeris is meant to measure how much you're playing the game.
 - Trying to make drops more about playing rather than just using gathering professions. Gatherers will just get a bonus to acquiring these items.
 - Obliterum is something you can purchase to increase the ilvl of your crafted items by 5 up to 850. Similar to the crystalized fel we can use on our Warlords of Draenor artifact rings.
 - Looks like mass resurrection is being removed. Engineers are getting a "Failure Detection Pylon" that'll resurrect anyone 5 yard away from where it is dropped.
 - We'll be able to craft 815 ilvl gear at the start upgradable to 850 using earlier mentioned Obliterum.
 - Equivalent to Normal difficulty raid gear.
 - Crafted gear and be turned into obliterum.

- No artifact enchants since they're already uber excluding DK's runeforging.
- Neck enchants are a bit different and interesting.
- No bigger crafted bags are being added this expansion though there will be a bag added called the Handcrafted Silkweave Bag.
- Multiple people can gather from the same node for a few seconds after the first person finishes to help prevent node stealing.
- Similar # of items with gem sockets as what was in WoD. Probably the same demand depending on what crafted items are made with sockets.
- Glyphs are becoming consumables meaning the market for such things will now increase. You'll have to reapply a glyph if you remove them.
 - Minor glyphs will stay the same.

2) April's Top 5 Geeky TV Shows

- 5) Supernatural
- 4) Torchwood
- 3) Doctor Who
- 2) Charmed
- 1) Big Bang Theory

3) Chris's Rant On Upcoming Movies and Why Can't They Create Anything Original

- 2 out of every 5 movies are not original.
- Movies
 - Riverdale
 - Mcgyver
 - Still Star-crossed
 - Taken

4) April's Historical Facts for the Week

- Lunar Eclipse on 25th
- Alexander Graham Bell first phone demonstration
 - Heinz ketchup, first typewriter
- Radium discovered
- Satellite sent into space
- Texas Instrument calculator

5) Our favorite childhood video games

- Jason's Favorites
 - NES
 - 1) The Legend of Zelda
 - 1.5) BattleToads
 - 2) TMNT
 - 3) Contra
 - 4) DuckTales
 - 5) Metal Gear Solid
 - SNES
 - 1) Final Fantasy II - FFIV in Japan

- 2) Final Fantasy III - FFVI in Japan
 - 3) Legend of Zelda - A Link to the Past
 - 4) Chrono Trigger
 - 5) Secret of Mana
 - 6) Super Metroid
 - 7) Breath of Fire
 - 8) Super Mario Kart
 - 9) Star Fox
 - 10) Donkey Kong Country
 - N64
 - Zelda Ocarina of Time
 - GoldenEye 007
 - Zelda Majora's Mask
 - Mario Kart 64
 - Star Wars Shadows of the Empire
- Chris
 - SNES
 - Chrono Trigger
 - Zelda link to the past
 - Super Mario RPG
 - N64
 - Zelda Ocarina of Time
 - Starfox64
 - GoldenEye 007
 - GameCube
- PS2
 - FFX & FFX-2
 - Kingdom Hearts
 - Grand Theft Auto
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