

Games: Commodore 64, Steam, OCTOPTICOM, Geneshift, RimWorld, Unreal Engine, XCOM, Robocraft, Cities: Skylines - Industries

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[Internet Archive launches repository of 15,000 playable Commodore 64 games](#) [2]

The Commodore 64 becomes the third in-browser collection after the Commodore Amiga and a range of arcade games from LCD pocket to full cabinet were released over the last few years.

The site uses an adaptation of the Vice emulator, compiled in Emscripten, and there are already 10,500 titles available, which the Archive confirms is a growing number. In fact, at time of writing it already seems to have exceeded 15,000.

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[The recent Steam Play beta is now out for everyone, plus a minor beta update](#) [3]

If it doesn't show up for you, restart Steam. Hopefully in future the stable updates won't require this, I imagine an improved update flow will be worked on eventually although it's not much hassle to quickly restart Steam.

Additionally, there's a very minor 3.7-8 beta available which only notes that it has "Minor compatibility fixes in preparation for future Proton versions.". While minor, the wording has piqued my interest to see what they're going to be doing.

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[Programming puzzler 'OCTOPTICOM' adds Linux support](#) [4]

For those of you who love programming and puzzle games, OCTOPTICOM looks like it might actually be quite good.



[Geneshift has expanded the Battle Royale mode to support playing with a friend](#) [5]

Geneshift, the top-down shooter recently gained a Battle Royale mode that's really damn fun and the developer has continued to roll out improvements.



[RimWorld 1.0 is going to release on October 17th next week](#) [6]

After being in development for over five years, the developer has now announced the final release. They've said that the game will be save-compatible going from the most recent version as long as you haven't installed any mods. It's not going to be much different to the most recent beta, since it will largely be a bug-fix release. Although, they did mention "a new food restriction system", which lets you restrict what your colonists and any prisoners are allowed to eat.



[Epic Games have rolled out Unreal Engine 4.21 preview, with Linux improvements](#) [7]

Overall, it seems like a pretty good step up for Unreal Engine with a lot of new features, bug fixes and general code cleanups. It has improved IPv6 support, improvements to DDoS Detection and Mitigation, experimental support for the SteamVR Input subsystem, improved performance of the Unreal asset cooking process, loads of animation system updates and the list goes on and on.



[The XCOM 2 'Tactical Legacy Pack' DLC shows how much love Firaxis has for the series and the fans](#) [8]

As a long time XCOM fan, the Tactical Legacy Pack for XCOM 2 certainly feels like fan service and it's really quite good. XCOM 2 was already good, difficult as hell but engrossing. The War of the Chosen expansion released last year expanded the game in a lot of ways and it became an even better experience. This was especially true, because of all the new story elements to the game which changed the direction of it quite a lot.

Now we have the Tactical Legacy Pack which includes new game modes, new maps, new weapons and armour and plenty more it's certainly not short on features. While not a complete game changer, it offers up enough to make it worth a purchase in my opinion. Enough to make

me put down my new addiction to Rocket League for quite a number of hours, it's just that good.



[Free to play robot battler 'Robocraft' adds a wave-based singleplayer mode](#) [9]

Robocraft, the rather good free to play robot building and battling game just added a an early version of their wave-based campaign mode.

I've tried it out and it's actually not bad at all, a pretty good way to really test your design skills against increasing waves of difficult enemies along with some more powerful boss robots.



[Cities: Skylines - Industries expansion announced, releasing October 23rd](#) [10]

Paradox have announced the Cities: Skylines - Industries expansion due for release on October 23rd and as usual the DLC will work fine on Linux.

From the press release we got sent:

“With this expansion, players can make more meaningful choices in their cities? industry by managing their production chains from grain to bread.” said Sandra Neudinger, Product Manager from Paradox Interactive. “The players have been asking for an industrial expansion for a while, so we’re excited to finally offer a full featured approach.”

[Gaming](#)

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[10] <https://www.gamingonlinux.com/articles/cities-skylines-industries-expansion-announced-releasing-october-23rd.12736>