Games: Graywalkers: Purgatory, Thrusty Ship, Unity, Slay the Spire, Night of the Blood Moon, MachiaVillain, Mage's Initiation

By Roy Schestowitz
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- **Graywalkers: Purgatory, an upcoming supernatural post-apocalyptic turn-based strategy RPG** [2]
  
  Graywalkers: Purgatory from developer Dreamlords Digital has me itching to try it out with a blending of turn-based XCOM-like combat with a supernatural post-apocalyptic theme.

- **In Thrusty Ship your main enemy is yourself and your throttle finger** [3]
  
  Thrusty Ship takes the basic gameplay of classics like Lunar Lander (and many others) with you fighting against gravity and turns it into a challenging and fun battle against your fuel gauge.

- **Unity 2019.1 Beta Deprecates Linux x86, Offers Up Many Vulkan & Linux Improvements** [4]
  
  Unity Tech has put out their first public beta of the upcoming Unity 2019.1 game engine update. There's some notable work on both the Linux and Vulkan fronts.

  Unity 2019.1 beta headlining features include incremental garbage collection support, implementing more GPU lightmapper functionality, particle improvements, and a number of enhancements to the Android platform support. For game developers making use of Unity
there are also editor improvements with a number of new features as well as H.265 video transcode, NVIDIA OptiX AI denoiser, and other bits

**Slay the Spire Now Available for Linux and Windows** [5]

Slay the Spire has been available in Early Access for quite a while, but the game has finally been released in its full form - and stands out compared to pretty much anything else on the market. Roguelikes have been a giant part of the industry for a decade now too, but you don't really see these things combined in a mini-game - let alone in a full-fledged game. The game combines a bit of JRPG mechanics with it as well thanks to its turn-based nature and allows you to build new decks and learn as you go. If you find that a certain attack type is weak against one enemy type, you'll want to switch it up - but maybe find that your new attack setup isn't much more effective. Then you find that by combining various cards together, you get a more effective turn and wind up unlocking the mystery behind a certain enemy.

**Night of the Blood Moon Now Available on Steam For Linux and Windows PC** [6]

With the rise of rogue-like games over the past decade, the sub-genre has become oversaturated to many. Most games have aimed at making them more accessible, but Blood Moon aims to do things a bit differently. The goal of the developers is to make things challenging and more rewarding. The game's premise is unique too in that it has you fighting in a dream world and destroying all of the cute and sometimes terrifying creatures you see in the dream realm. You can kill as many of them as you want and unlock items, skills, or even helper pets. They act a bit like a third non-playable character in a fighting game in that they can help you briefly and save your bacon, but aren't going to give you a game-breaking adventure.

**Major Update Released for MachiaVillain on PC, Mac and Linux** [7]

Good Shepherd Entertainment and independent developer Wild Factor have released a shocking new content update for the evil mansion management strategy game MachiaVillain on Windows PC, Mac and Linux.

MachiaVillain's new update adds electric fields to your hellish homestead that can be used to power new tools and abilities. Set up alarms, jam mobile phones to keep victims from calling for help, and wield the Finger of Evil to zap enemies or give a boost to your minions.

**Mage's Initiation adventure/RPG out now for Win / Mac / Linux** [8]
After ten years of development, Himalaya Studios is excited to announce that Mage's Initiation: Reign of the Elements - a hybrid adventure/RPG in the tradition of the classic King's Quest and Quest for Glory series - is now available for $13.49 USD on Steam, GOG, and the Humble Store.

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