Games: Exit the Gungeon, Death and Taxes, Imperator: Rome

By Roy Schestowitz

Exit the Gungeon from Dodge Roll/Singlecore and Devolver Digital is a small, spin-off 'dungeon climber' immediately following the adventures in the excellent Enter the Gungeon. Still focused on making you dodge, roll and deal with bullet hell it mixes the gameplay up with an ever-changing weapon as you travel through increasingly perilous elevators. It looks wild and a lot of fun.

Death and Taxes, a narrative game about choosing who lives and who dies as the Grim Reaper is now officially open source. In an announcement on Steam written by their coder, they said their wish when joining the team was to eventually open it up and so now they have.

It's only been out since February (and I quite liked it!), since then they've gone on to sell "pretty well" at twenty-six thousand copies so they're not afraid people will copy it. Only the code is open source though, you still need the assets which is a good example of how to do it that others have also done. The game code can live on, be ported elsewhere and fixed up, while the original developer can still earn from it.

Imperator: Rome, the grand strategy game from Paradox Development Studios about the classical world will soon have a little more depth to the religion features in the 1.4 "Archimedes" update now due on March 31.
This is the start of Paradox's new plan to focus on smaller and more frequent updates to Imperator, as they've really turned the game around now from the rough launch. With Archimedes focusing on the Religion side, the next update named Menander will focus on Culture which will be due sometime around the Summer and will also be a free update.

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