Games: Debian-Based SteamOS, Lutris 0.5.5 and Critters for Sale

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SteamOS Isn't Dead, Just Sidelined; Valve Has Plans To Go Back To Their Linux-Based OS[2]

It’s big news for any PC gamer that has been frustrated with Microsoft’s erroneous-laden grip on operating systems for as far back as 1995; with it comes a monumental blow to privacy, not to mention mere control of your PC; updates have a tendency to start when they want to, new OS licenses must be purchased if you change hardware configurations, and applications that Microsoft doesn’t want you using are notoriously finicky to get working.

Of course, users can simply switch over to Linux if they have had their fill of Microsoft. That switch comes with a slew of changes, however, and dropping reliable applications is a part of the grieving process that must take place when attempting to switch over your OS. Linux does host a plethora of open-source tools that can take the place of past applications; GIMP in lieu of Photoshop, for example. Yet the old applications are never truly replaced 1 for 1; it’s more of a bandage than anything else.

Even with WINE and other techniques developed over the years to help users with Linux use Windows software, there are plenty of pitfalls and inconveniences that stymie any attempts to maintain Linux over Windows.

Lutris 0.5.5 Linux Game Manager Adds Humble Bundle Support, Initial VKD3D Support[3]

Lutris 0.5.5 is out today as the newest version of this Linux game manager to assist in installing both native and emulated games on Linux. Lutris continues to expand the scope of its "runners" for improving the Linux gaming experience.

While the version 0.5.5 number may not seem like a big deal, there is actually a lot to find
with the Lutris 0.5.5 update. Among the changes with Lutris 0.5.5 are:

- Initial support for Humble Bundle integration.


**Try out 'Critters for Sale', an exhilarating short horror visual novel with two episodes out now** [4]

The absolutely exhilarating short horror visual novel Critters for Sale, which was originally released the first day of 2019, had its second chapter ("Goat") available for some time (Jun 2019, actually). Considering how such a hidden gem it is I was going to write about it, but Liam ended up doing it first in this GOL article.

[...]

It still maintains the same fever-dream like visuals, game mechanics and layout, consisting on a left HUD with some key information, a central upper section where all the images and animations are displayed, along with some point and click elements, and finally a center lower section where you see the dialogues and options to advance the story in the available directions. However, regarding the premise, now it features other characters and a different setting, but since this is one of those games where the less you know the better, I will only say that although we're only grasping the surface of the whole mystery, and while the tone of the story still keeps a personal scope, at this point it's clear that those responsible for the plot's main threat not only have enough power to influence the entire world, but also directly encompass the whole history of mankind...

**Gaming**

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Links:
[3] https://www.phoronix.com/scan.php?page=news_item&px=Lutris-0.5.5-Released