Games: Tomb Raider, Angry Video Game Nerd, Amnesia: Rebirth

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Feral Interactive, a company that brings windows games to Mac and Linux, has implemented its magic on Square Unix's Shadow of the Tomb Raider and has it working in Ubuntu via the Vulkan API. YouTuber Penguin Recordings has compared performance results for both the Ubuntu and Windows 10 platforms side-by-side. The results are quite interesting.

Because Linux cannot support any type of DirectX API, as it's Microsoft-only, Feral Interactive has to use the Vulkan API to actively translate DX11 and/or DX12 calls to make them work on Linux. Fortunately, this method does work rather well, but performance will usually be slower than native DirectX due to the translation process.
Spec-wise, Penguin uses a Ryzen 9 3950X alongside a GeForce RTX 3090 with 32GB of RAM to run his tests.

Surprisingly, in DX12 mode for Shadow of the Tomb Raider, Feral's Linux version of the game could keep up with the Windows 10 platform quite well. Averaging between two to seven fps (and 10 fps above 100 fps) short of the Windows 10 version. The frame rate difference is so small it would be hard to notice without an fps counter visible.

- **Difficult retro platformer Angry Video Game Nerd I & II Deluxe out now | GamingOnLinux**

  Leaning heavily into nostalgia and something of a parody, the very difficult platformer series Angry Video Game Nerd has been re-released as a enhanced Angry Video Game Nerd I & II Deluxe.

  Truthfully, I've never followed Angry Video Game Nerd but they have a pretty clear cult following and they were a huge influence on the early lot of on-video game reviews being one of the first set of people to do it. They somewhat set the stage for the many thousands of others doing them regularly across YouTube and other sites today. There was even an Angry Video Game Nerd movie?

- **Amnesia: Rebirth 1.1 is out, along with major rendering fixes for Linux | GamingOnLinux**

  Frictional Games have released Amnesia: Rebirth 1.1 which is a very important upgrade for Linux fans as it fixes up some major problems.

  At the release, sadly the game was something of a mess for Linux with floating objects and at times everything vanishing. Thankfully, it seems the Linux graphical issues have been fully solved and you should now be able to play through. Nicely timed here by Frictional for Halloween.

Gaming

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