Joining the list of DLC available for Civilization VI as part of the New Frontier Pass is the Vietnam & Kublai Khan Pack that's now available with a big game update. Available to buy individually like the rest of the packs, or buy the New Frontier Pass to get access to all of them.

In addition to the new civilization and leaders details below, there's also the big new "Monopolies and Corporations" game mode. The whole idea here is to create industry around luxury resources to get powerful buffs, and eventually turn them into a full corporation to
create products. If you manage to dominate a luxury resource you get a monopoly, which then
gives addition tourism and gold. The idea of the mode is to give a little more fun and depth to
the resources.

- **Tough city-building strategy game As Far As The Eye now supported on Linux | GamingOnLinux**[2]
  
  As Far As The Eye is a strategy game that has you build a city, while also making you
constantly move on before the world becomes submerged. It's tough and it's now available on
Linux.

  Developed by Unexpected with publishing from Goblinz Studio, Maple Whispering Limited it
brings together city building, procedural generation and a whole lot of planning ahead. With
limited resources and time against you, there's a constant need to prepare for the worst. This is
no Civilization game and certainly not Cities Skylines either, this is a whole new breed.
Originally released in September 2020, as of January 26 2021 it now supports Linux.

- **The Machinery game engine adds Linux support in Preview | GamingOnLinux**[3]

  The Machinery, an upcoming game engine from people who previously worked on the likes of
Stingray, Bitsquid, and Diesel engines released a new build with the first Preview of Linux
support.

  Joining the ranks of many game engines to offer it including Defold, Godot Engine, Unity,
Unreal, Ren'Py and a great many more that would take too long to list. The team behind The
Machinery certainly know what they're doing, given their previous work like Bitsquid /
Stingray was used for some big games like Helldivers and Warhammer: End Times ?
Vermintide and more.

  It's currently in Open Beta with the January 2021 (version 2021.1) going live that adds in
(amongst other things) support for Linux in a Preview state.

  Unlike other game engines, The Machinery seems to be selling itself on developers who want
a ton of configuration. The developers mention about how it's "completely plugin-based" so
you pick and choose all the parts of it you want to extend the editor and the engine as you see
fit.

- **Wine Announcement**[4]

  The Wine development release 6.1 is now available.
What's new in this release (see below for details):
- Arabic text shaping.
- More WinRT support in WIDL.
- VKD3D version 1.2 is used for Direct3D 12.
- Support for Rosetta's memory layout on M1 Macs.
- Support for Thumb-2 mode on ARM.
- Various bug fixes.

Wine 6.1 Brings VKD3D 1.2 Support, Improvement For Apple M1 Macs With Rosetta - Phoronix

Following the release of Wine 6.0 stable earlier this month, Wine 6.1 is now available as the first bi-weekly development snapshot that will ultimately culminate with the Wine 7.0 stable release next year.

Coming out of the code freeze that has been in effect since early December, there is already a number of improvements to find with Wine 6.1 as this first development snapshot in the new series.

Source URL: http://www.tuxmachines.org/node/147048

Links: