Games: Source Code, Don't Forget Me, and More

Don't Forget Me

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When it comes to the video game industry, there has been some recent recognition that copyright laws and the ways that publishers utilize them have hampered the ability to preserve this sort of art. In the olden days of a decade or so ago, the challenges around preserving video games centered around both the publisher's unwillingness to allow a group access to source code to preserve a game and the deterioration of physical game media. But in these modern times, this has changed. Now, the challenges are the publisher copyright question... and that same publisher's ability to simply stop supporting the online resources modern games and platforms require to run. Given the ongoing war on emulators by the likes of Nintendo and a rather insane industry stance that preservation is trumped by copyright concerns, there is a very real risk of losing the ability to preserve video game history at all.

Jazz-punk adventure Don't Forget Me releases on April 20

Developer The Moon Pirates has confirmed that their point and click adventure Don't Forget
Me releases on April 20 with full Linux support and it looks awesome.

"Inspired by Her Story and The Red Strings Club, Don't Forget Me combines classic adventure gameplay with an intricate puzzle system designed to test your observation and deduction skills. Enter the minds of patients, assign keywords to explore their memories, and decipher your knowledge of their history to reveal their secrets."

● Looks like Narita Boy from Studio Koba will now not be supported on Linux [4]

Studio Koba crowdfunded the impressive looking pixel-art action platformer back in 2017, along with a very clear advertisement of Linux support but that's no longer happening.

During their Kickstarter campaign that pulled in €160,946, they fully confirmed Linux support and it still has a fancy Linux logo on it even now. Their official website also listed Linux as a platform, as can be seen here but that was updated to remove mentions of Linux just recently.

● Terraria makes modding even easier with Steam Workshop support [5]

Need to spice up your Terraria a little? It's now easier than ever, if you have it on Steam that is, as Steam Workshop support is now hooked up with the latest upgrade. This was planned for some time now but we didn't exactly know when they would do it, and then just like that on March 29 it was all put live.

"That's right - at long last, we are able to provide an easy-to-use system and location for Terrarians everywhere to showcase their creative energies in all new ways. Starting today, everyone will be able to create, upload, share, download, and play a variety of types of game modifications within the vanilla Terraria game. Let's break down the new toys at your disposal!"

Gaming

Source URL: http://www.tuxmachines.org/node/149400

Links: