Games: Humble Bundle, Don't Starve Together, and Steam Machines

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Created 05/05/2021 - 9:55pm
Submitted by Roy Schestowitz on Wednesday 5th of May 2021 09:55:30 PM Filed under Gaming [1]

- **Humble Bundle plan to put the much loved sliders back on bundle pages** [2]

  After a bit of an uproar from customers, Humble Bundle have decided to ditch their idea of replacing sliders that let people customize where their money goes.

  In their original blog post, they mentioned the sliders that let you adjust the amount you give to Humble, Developers, Charity and Partners would be replaced with a static two-tier system that was giving a lot more to Developers and Humble. Now though, in a fresh blog post they're backtracking.

- **Don't Starve Together season finale out in Return of Them: Eye of The Storm plus big sale** [3]

  Return of Them: Eye of The Storm is the final update of the season for Don't Starve Together and so it's going off with quite a big bang along with a good discount too.

  "With the three lunar altars now complete, the truth at the center of this ancient mystery will finally come to light... They've been here all along. Don't Starve Together: Return of Them - Eye of the Storm is
now available for all players. With this conclusion of the Return of them Story Arc, worlds collide as old threats and familiar faces make themselves known."

[...]

A fantastic time to get into a thoroughly enjoyable co-op survival game, from Klei Entertainment who have been a very Linux-friendly developer.

- **The Quest to Build a Portable Steam Machine - Boiling Steam** [4]

  There's something about having a portable Steam machine that fascinates me. Being able to play desktop, non-mobile games on the go is a concept that few seemed to have accomplish. The Smach Zero held a lot of promise, but I haven't heard anything from the team in a long time, and who knows if the poor backers of the project will ever get their hands on it. There's the GPD Win, and it looks great, but the thing is just too darn expensive. Finally, while the Aya Neo looks fantastic as well, it's another big-budget gadget that I personally don't want to spend that much on.

  I've looked into making tablets/gaming handhelds in times past, but often transforming that project into reality requires a lot of tinkering. A lot of tools that need to be used that I don't have. Soldering, splicing, 3D printing, scripting, hot gluing?the list goes on. Another problem that I had was, while the electronics market is littered with ARM-powered SBCs, especially from the likes of the Raspberry Pi, exploring into the x86 world was relatively untouched, as far as handhelds go. I wasn't content playing retro games by means of emulation. I didn't like the fact that I couldn't play my games on Steam on native hardware; it had to be done through streaming. I wanted something more, and I knew the only way I could do that was use an x86-based computer.

Gaming

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