

# Games: Assets, GOG, and Steam

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[Derivation: Episode 1 Motion Comic by Itizso on itch.io - David Revoy](#) [2]

Game developer Itizso on itch.io made a motion comic derivation with the first webcomic episode of Pepper&Carrot. It's an interesting way to give life to this episode.

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[Trouble is brewing over on GOG due to the HITMAN release needing online for some features | GamingOnLinux](#) [3]

GOG.com, the store that provides itself on offering "DRM FREE" builds of games has recently released Hitman - Game of The Year Edition from IO Interactive and GOG fans are not happy.

To set the scene a little, this is a single-player stealth game about running around assassinating various targets across a bunch of different missions. It's actually a pretty good game and it has a Linux build available on Steam ported by Feral Interactive, which is not up on GOG.

Here's the problem: many features in HITMAN require you to have an internet connection. This is different to a game that has online modes which would of course need the internet. This is a game you play by yourself. Story missions and bonus mission can be played offline but you have to be online for most of the progression for item unlocks, new start location unlocks, special contracts, featured contracts, escalation missions and more.

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[Steam Deck: Official Anti-Cheat Support Incoming in 2021](#) [4]

If you have been following news closely (including with our recent Podcast with James Ramey) it should come as no surprise to see official support for EAC ahead of the Steam Deck

launch. As discussed during our interview, this will probably require signed Proton builds in order to have EAC running in the games that require it (one of the requirements of Anti-cheat technology is to have reproducible environments). In practical terms this probably means that custom Proton builds made by third parties (like Proton GE) may not be able to include such support. We will have to see when more details surface.

[...]

With these two announcements, it looks like there should be a nice jump in compatibility for anything running under Proton in the very near future (maybe even ahead of the Steam Deck launch). Will that be enough to reach 100% compatibility as announced by Valve? Probably not, but my guess is that the fact that they are shipping a truckload of devkits of the Steam Deck early to developers is going to help for the remaining gaps.

## [Gaming](#)

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**Source URL:** <http://www.tuxmachines.org/node/156117>

### **Links:**

[1] <http://www.tuxmachines.org/taxonomy/term/69>

[2] <https://www.davidrevoy.com/article866/derivation-episode-1-motion-comic-by-itizso-on-itch-io>

[3] <https://www.gamingonlinux.com/2021/09/trouble-is-brewing-over-on-gog-due-to-the-hitman-release-needing-online-for-some-features>

[4] <https://boilingsteam.com/steam-deck-official-anti-cheat-support-incoming-in-2021/>