Games: Valve, SkateBIRD, Starbound, Rings of Saturn, Relic Hunters Legend, Vector 36, Skellboy, Volcanoids

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Created *14/06/2019 - 3:54pm*
Submitted by Roy Schestowitz on Friday 14th of June 2019 03:54:53 PM Filed under Gaming [1]

- **Valve release a new stable Steam Client from all the recent Beta builds, nice fixes for Linux**[2]

    Valve have once again gathered all the new features and fixes from a bunch of recent Beta builds and pushed it out to everyone, this includes a bunch of nice fixes for Linux.

    Steam Remote Play is one of the biggest changes (previously in-home streaming), now it's "experimentally" available outside the home too with the renaming. You should now be able to stream games from one Steam client to another, wherever they are.

- **SkateBIRD has flown past the Kickstarter goal, Linux demo now available**[3]

    Get ready to explore a bird-sized skatepark, as SkateBIRD has not only flown right past the initial goal on Kickstarter, it also now has a Linux demo for you to flap your wings in excitement with

- **Starbound's massive 1.4 "Bounty Hunter" update is out now** [4]

    After a long wait, with this being the first update to Starbound since October last year. Seems like the wait may have been worth it though!

The Bounty Hunter 1.4 update launched yesterday and it brings with it absolutely tons of news toys. The biggest new feature being the Bounty Hunting system, which has you take on procedurally-generated quests.

- **Hard sci-fi space game 'Rings of Saturn' is now doing an Early Access crowdfunding mix on itch** [5]

Rings of Saturn, a hard sci-fi space simulation game made with the FOSS Godot Engine is now opening up Early Access builds on itch, with a slight difference.

This isn't your usual Early Access model, as it's mixing in crowdfunding at the same time. Anyone who pays at least $9.99 on itch.io gets full access to the game and it has an always up to date demo to try first too. This is probably one of the nicest ways to do crowdfunding I've seen, something Fig also started doing recently with Vagrus.

- **Relic Hunters Legend to enter Alpha later this month, includes Linux support** [6]

Relic Hunters Legend, the crowdfunded shoot and loot RPG from Rogue Snail is gearing up for the Alpha release this month.

It sounds like it's going to be quite fun, an online co-op shoot and loot RPG from the creators of Chroma Squad, Dungeonland and Relic Hunters Zero. If you've not heard of it before, when it's eventually ready it will be going free to play so everyone can jump in, however they went to Kickstarter originally to get the funded need to actually make the game a reality.

- **Unique racing game 'Vector 36' adds online multiplayer in the latest update and a free weekend** [7]

Vector 36 is a racing game that's quite unusual, as you're piloting a Skimmer across the surface of Mars.

- **Skellboy looks like a very sweet action-RPG where you swap body parts** [8]

Skellboy, a recent discovery being developed by UmaikiGames and published by Fabraz (Slime-San, Planet Diver) looks like a very sweet action-RPG that I'm pretty excited about. Only appearing on Steam recently, it's going to be releasing with Linux support in "mid 2019" and they're very clear about the platforms too. On the official site, it's right there.

Why am I exited about Skellboy? Well, not only does the graphical style look fantastic mixing

in flat shapes with pixel-art and a 3D environment, the gameplay sounds highly amusing too. As you progress, you will be able to replace your bones with different body parts taken from others, which is a little weird but it does sound rather comical with the cute graphical style to it.

- **[The latest Volcanoids update sounds amazing, lets you directly pilot your drillship](#)**[9]

Volcanoids, the steampunk survival game where your base of operations is a massive moving drill just had a massive update and it sounds like they're taking it in a fun direction.

Released yesterday, the Travel Update has changed the way you explore. Previously, it felt like you had no real freedom to explore and as the developer said, the old map system was nothing more than a glorified fast-travel system. That's gone! Instead, you now get a Pilot Seat and this allows you to dig deep and explore directly. Also, while you're piloting your drillship you can actually use the massive drill to get resources on the map too making it even more handy.

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