

Games: VR, ASYLUM, Dota Underlords, Hypnospace Outlaw, Monster Sanctuary and Stadia

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- [Valve are making the Index VR kit available in more countries](#) [3]

If Valve want the new Half-Life: Alyx to be a success, they need to push VR into every possible country they can and they're working a bit more towards that.

Announced early this morning (around 1AM UTC), the Valve Index is now being made available in Canada and Japan in addition to the availability in Europe and the USA. Half-Life: Alyx doesn't require the Index though, Valve did say it will work with any PC VR kit but this will probably give the best experience.

- [Supernatural horror adventure ASYLUM looks creepy as hell in the latest footage](#) [4]

ASYLUM is an upcoming supernatural horror adventure from developer Senscape, it's high up on our list to check out when it releases and the latest footage is looking great.

Released a few days ago is a new short video, with what Senscape say is entirely "100% in-game without any processing".

- [Dota Underlords adds Duos team creation and ranked play, next major update coming soon](#) [5]

Dota Underlords is steadily getting better and another update is now out with some interesting new features for playing with a friend in the Duos mode.

You can now get a persistent team for people you regularly team up with. Once you've played three matches with another, it will also unlock the ability for you to actually name your team. You'll be able to change your team name every three matches. Making it more interesting, it tracks some stats too like number of matches played and your record.

- [Completely bizarre 90's internet simulator Hypnospace Outlaw adds mod support](#) [6]

Hypnospace Outlaw could easily win the award for the strangest game of the year, giving you a retro-futuristic look at the internet and now it's getting bigger.

No More Robots and Tendershoot just recently gave it modding support, so now you can create pretty much anything in it. Webpages, images, wallpapers, soundscapes, entire zones, fonts, characters, file downloads and a huge amount more. They said it's now possible for someone to create their own full Hypnospace story.

- [Try out some monster catching in Monster Sanctuary, now with an updated demo](#) [7]

Currently in Early Access, Monster Sanctuary might not be finished by so far it's turned out a lot of fun. They're giving more people a chance to now try it, with an updated demo.

This demo update comes shortly after a big update to the full game, which included a whole new area to explore with Horizon Beach. A new story arc based around a treasure hunt, eight new monsters to collect (most of which water themed) along with new items and rare equipment. All sounds pretty great. You can also find the Monster Farm, a place to let all your creatures go out into the open and see them, which does look pretty sweet.

- [Some early first impressions of Google Stadia played on Linux](#) [8]

Stadia has launched if you have the Founder Edition, our unit and code came a little late but it's here and surprisingly it all seems to be working well.

This new game streaming service from Google is powered by Debian Linux and the Vulkan API, so I've been rather keen to what it has to offer. Keep in mind you will need a good internet connection for it and you do always need to be online, although it's supposed to keep your place for 15 minutes to help with drop-outs and changing devices.

Quite a rough start, as they were clearly sending out codes slowly in batches. Something

which wasn't explained properly. However, every Founder should now have access with them moving onto sending codes for those with the Premier Edition next week. I do hope Google learn to communicate better in future.

[Google Gaming](#)

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