Games: Game Awards, Unity (Mono) and Hive Time

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Created *13/12/2019 - 1:57am*
Submitted by Roy Schestowitz on Friday 13th of December 2019 01:57:27 AM Filed under [Gaming](#) [1]

- **[Try multiple upcoming Linux games like CARRION and SkateBIRD for 48 hours during The Game Awards](#)**[2]

  The Game Awards is back and so Steam is doing a Game Festival to go along with it, with multiple upcoming games putting up a special limited-time demo. There's also sales, again.

  You might want to be quick, as the demos are only valid until December 13 at 6PM UTC. Below are the games that have a Linux demo available to try out.

  Spiritfarer - a cozy management game about dying. You play Stella, ferrymaster to the deceased, a Spiritfarer. Build a boat to explore the world, then befriend and care for spirits before finally releasing them into the afterlife.

- **[Fully supported Unity Editor for Linux delayed, Unity 2019.3 in the final testing stages](#)**[3]

  Two bits of big news about the Unity game engine to share today, one specifically about Linux and one about the Unity engine as a whole.

  Firstly, remember the team at Unity announced back in May that the Unity Editor for Linux was going to be fully supported instead of staying experimental? Well, sadly the release date slipped. Still happening though! In an update to the original blog post announcing it, they said it's been pushed from 2019.3 and so it's now happening in 2020. No exact date or version number for when it happens is being given. When we get more news about the Unity Editor getting a date again to move from experimental to supported, we will let you know.

- **[Build and manage a totally scientifically inaccurate Beehive in Hive Time, out now](#)**[4]

Keep busy Bees, grow your hive, make some sweet honey and produce a new Queen before your current one dies of old age. That's mostly the aim of the game in Hive Time, with colourful visuals and a family friendly theme encased in a sublime soundtrack from Peter Silk it's quite lovely overall.

[Gaming](#)

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[3] https://www.gamingonlinux.com/articles/fully-supported-unity-editor-for-linux-delayed-unity-20193-in-the-final-testing-stages.15593
[4] https://www.gamingonlinux.com/articles/build-and-manage-a-totally-scientifically-inaccurate-beehive-in-hive-time-out-now.15590