

Games: Liberation of Code and Steam (DRM) Figures

By *Roy Schestowitz*

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- [VVVVVV goes open source for its 10 year anniversary](#) [2]

VVVVVV, Terry Cavanagh's gravity-flipping platformer, is a decade old, and to mark the occasion Cavanagh has decided to make it open source. The news was revealed at AGDQ today, and you can get your hands on the source code now via GitHub.

In case you've somehow avoided it for a decade, VVVVVV's a smart, minimalist platformer with one simple but brilliant twist: instead of jumping, you need to reverse gravity. It's tricky but never cruel?you can turn off death entirely if you want, and there are plenty of checkpoints.

Both the desktop and mobile source codes are available, and Cavanagh has provided some notes to accompany them.

"I think even a peek of the source code will quickly reveal that VVVVVV is not a technically sophisticated game! Even by the standards of self taught indie devs, it?s kind of a mess," he warns. Little does he know, it's all equally indecipherable to me.

- [UnCiv is an open source remake of Civilization V for PC and Android](#) [3]

Back in 2010, when Civilization V was launched, it was considered one of the best 4X strategy games ever released. Of the whole Civilization series, it still holds the top spot as the best selling game with 8M copies sold worldwide. Despite being ten years old now, it still maintains over 20000 Steam users playing it daily.

Based on the success among its respective community, the developer Yair Morgenstern has decided to remake the game with a new spin.

UnCiv uses an art style similar to an early 90s retro game, with its characteristic pixelated looks. Although it's using an old-school style for the graphics, the mechanic and gameplay side of the project will be the same as Civilization V.

- [Steam's December Numbers Point To A Lower Linux Marketshare But With More Oddities](#) [4]

I refrained from writing about Valve's Steam Survey numbers at the start of January when they were posted for December as the numbers didn't seem up to scratch. But half-way through the month now, the same numbers are up with no edits by Valve, as we've seen in some months when they refine their measurements.

For December 2019, the Steam Survey shows the Linux gaming marketshare slipping by 0.14% down to 0.67%. That's quite a large slip, but keep in mind this is in percentage terms and not the absolute number of gamers. This slip is quite a surprise since the Steam Linux gaming marketshare has been quite steady for the past many months thanks in large part to Steam Play in allowing many Windows games to run gracefully on Linux.

[Gaming](#)

Source URL: <http://www.tuxmachines.org/node/132775>

Links:

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

[2] <https://www.pcgamer.com/vvvvvv-goes-open-source-for-its-10-year-anniversary/>

[3] <https://www.kitguru.net/gaming/joao-silva/unciv-is-an-open-source-remake-of-civilization-v-for-pc-and-android/>

[4] https://www.phoronix.com/scan.php?page=news_item&px=Steam-December-2019-Numbers