

Games: Pokémon Go, Playscii, Trains & Things and More

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- [Pokémon Go never went away ? 2019 was its most lucrative year ever](#) [2]

According to mobile analytics firm Sensor Tower, Pokémon Go had a record year in 2019, taking in an estimated \$900 million through in-app purchases. That means Pokémon Go has surpassed its launch year in revenue after seeing a drop off in both players and spending back in 2017. It's a rare comeback feat for a free-to-play game, many of which are flash-in-the-pan successes and fade into obscurity.

- [If you want to make some ASCII art, animations and games check out Playscii](#) [3]

Playscii from developer JP LeBreton seems like a sweet open source application, giving you some handy tools for making ASCII art and it also acts as a game engine too.

Cross-platform so it supports Linux, macOS and Windows along with the code available under the MIT license there's not really any restrictions on what you do with it. Being able to convert existing images is probably my favourite feature though, it's a lot of fun to play with. Not just for game developers who need some ASCII art, but it's simple enough for anyone to use. Converting game screenshots to make awesome backgrounds, logos and whatever else.

- [Multiplayer economic strategy game 'Trains & Things' releasing this month](#) [4]

Currently in development by bitshift in Godot Engine, Trains & Things is a multiplayer economic real-time strategy game. The developer has now announced it's going to enter Early

Access on January 24.

Trains & Things has you run a logistics company by your self or with friends. A game of supply, demand and risk as you try to keep the money coming in as you expand across the map. The focus is on the online (or LAN) play, with cross-platform multiplayer between Linux and Windows.

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[Upcoming eco tycoon sim 'Among Ripples: Shallow Waters' has a demo out \[5\]](#)

Help maintain a delicate ecosystem in Among Ripples: Shallow Waters, an in-development eco tycoon sim with a focus on lakes and rivers. Originally announced as Among Ripples 2, they changed the title back in November.

Recently, Eat Create Sleep put up a demo (with a Linux build) as they're preparing to launch a Kickstarter campaign at some point early this year. The prototype demo gives a small but interesting slice into what to expect and it's actually pretty relaxing, quite impressive considering they say it's just a "proof of concept". Reminds me of the atmosphere in Megaquarium with it being very peaceful.

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[Upcoming supernatural horror adventure 'ASYLUM' development sounds good \[6\]](#)

While it doesn't yet have a release date, it does sound like development on the upcoming supernatural horror adventure 'ASYLUM' is going well.

After announcing last month that the team at Sensescape were awarded an Epic MegaGrant, the founder Agustín Cordes said on Twitter that ASYLUM now has "[?] an internal demo with releasable quality and solid performance on Windows 32/64, Mac and Linux. All the platforms that we promised!". That's good news for Linux gamers, as it sounds like it's going to be in a good state when it's released.

[Gaming](#)

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

[2] <https://www.theverge.com/2020/1/10/21060877/pokemon-go-record-revenue-2019-niantic-labs-ar-growth>

[3] <https://www.gamingonlinux.com/articles/if-you-want-to-make-some-ascii-art-animations-and-games-check-out-playscii.15758>

[4] <https://www.gamingonlinux.com/articles/multiplayer-economic-strategy-game-trains-things-releasing-this-month.15760>

[5] <https://www.gamingonlinux.com/articles/upcoming-eco-tycoon-sim-among-ripples-shallow-waters-has-a-demo->

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[6] <https://www.gamingonlinux.com/articles/upcoming-supernatural-horror-adventure-asylum-development-sounds-good.15759>