

# Games: VVVVVV, Chronicon, Tooth and Tail

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- [VVVVVV Goes Open Source For Its 10th Anniversary](#) [2]

Indie title VVVVVV, the minimalistic platformer created by Terry Cavanagh, reached its tenth anniversary earlier this week. To mark the occasion, Cavanagh announced on his blog that he was releasing the source code for the game for others to do as they pleased.

- [VVVVVV's Source Code Is Now Public, 10 Year Anniversary Jam Happening Now!](#) [3]

Or possibly tomorrow is, depending on who you ask ? technically, the game first went live at 3am GMT on the 11th January 2010, after a very, very long day of fixing every last bug I could, making last minute builds, and trying to slowly upload everything on an extremely unreliable internet connection that kept cutting out. But I've always gone by ?it's not tomorrow until you wake up? rules, so I still think of January the 10th as the real launch day

- [Chronicon, the excellent action-RPG now has much better gamepad support](#) [4]

Chronicon is an Early Access action-RPG with a feel and atmosphere like the classic Diablo, I absolutely love it and it's now much better with gamepads. Don't let the retro pixel style to it fool you, this is a deep ARPG with tons of enemies, quests and loot that will have you sorting for days.

Last time I tried it, the gamepad situation was a bit poor. Since trying it again now, it's close to flawless. Hot-plugging works, Steam Controller works as does the Logitech F310 and it makes for a massively improved experience. Weirdly, the Back button on either is still not

detected, so you will need to rebind inventory. Chronicon is damn fun with keyboard and mouse but when you want to kick back and relax a little more, gamepads are where it's at and now you can easily do that too with no fussing. This is going to be terrible for my free time.

- [Fantastic RTS 'Tooth and Tail' now lets you adjust campaign difficulty plus big sale](#) [5]

Tooth and Tail, a brilliant real-time strategy game released back in 2017 from Pocketwatch Games continues seeing upgrades to make it appeal to even more people.

An RTS where you are a character in the field, you're the flag-bearer directing your troops around as you run through all the destruction. It's pretty damn clever actually, with a full story-based single-player campaign and cross-platform online play there's a lot to enjoy about it. Especially with gamepad support, really easy to get into. Not seen it before?

## [Gaming](#)

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**Source URL:** <http://www.tuxmachines.org/node/132838>

### **Links:**

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

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

[3] <http://distractionware.com/blog/2020/01/vvvvvv-is-now-open-source/>

[4] <https://www.gamingonlinux.com/articles/chronicon-the-excellent-action-rpg-now-has-much-better-gamepad-support.15762>

[5] <https://www.gamingonlinux.com/articles/fantastic-rts-tooth-and-tail-now-lets-you-adjust-campaign-difficulty-plus-big-sale.15763>