

Games: Nimbatus, Core Defense, CreatorCrate and More

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- [Action-packed drone building game 'Nimbatus' has a huge update, we have 3 copies to give away](#) [2]

We've teamed up with Stray Fawn Studio again to give away three copies of their space drone construction game, Nimbatus, plus there's a massive update out now.

So what's new in the "Mothership Update"? A lot and it sounds awesome!

Your Nimbatus mothership can be upgraded now, there's some Steam Achievements with drone skins you can unlock and they will be adding even more in the next update. There's a new "Programmer" Captain to pick which unlocks everything but it only allows you to build autonomous drones (no manual piloting), proper save file management giving more freedom, new difficulty settings, multiple new locations including a Jungle Ruin and new rewards when you advance through the campaign. There's also new building parts, bug fixes and balancing changes

- [Core Defense aims to mix up the Tower Defense genre with deck-building and randomness - out now](#) [3]

Core Defense, available today in First Access on itch.io is a Tower Defense game that's trying to be a little different. Throwing out predefined waves and rewards, in favour of a little random generation. Note: The developer provided an early key for GamingOnLinux.

Having everything mostly set in place is usually a big part of Tower Defense, since you know what you will be dealing with and often from where. Throwing that out to keep you on your toes is certainly interesting, as is the rewards system of getting you to pick from a randomised set of rewards each time which could be a new tower or an upgrade.

- [Chaotic platformer with a curved gameworld 'CreatorCrate' getting a demo next week \[4\]](#)

You've played plenty of platformers before, but have you played a platformer where the entire world is a great big spinning space station with variable gravity? CreatorCrate has a fun idea.

In CreatorCrate you play as a little robot that eats anything, to then print out shiny new objects that might be a bit more useful. Gravity is different throughout the space station, except in the middle where it vanishes altogether. Currently in development by Jori Ryan, it sadly didn't pass the Kickstarter test with it not getting enough funding. Ryan carried on development and they've let us know that next week on January 22nd it's going to get a public demo.

- [The Frictional Games strange teaser appears to be growing \[5\]](#)

Frictional Games, the team that craft some very interesting horror experiences like SOMA and Amnesia are teasing something and it appears to now be growing.

We posted about it recently, since then checking back each day on their dedicated teaser website to see if anything is different. It appears the video file playing has a date on it when checking the page source, which they update each time a new video is put up.

- [Valve give a little more info on what 'Gamescope' actually does for Linux gaming \[6\]](#)

Recently, a Valve developer revived steamcompmgr (the SteamOS compositing and window manager) and renamed it to Gamescope. After writing about it yesterday here on GOL, they've now given some more info on what it actually does.

Valve developer Pierre-Loup Griffais is spearheading the effort and a few hours ago they actually gave it a readme, mentioning that "gamescope does the same thing as steamcompmgr, but with less extra copies and latency"

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