

Games: Slay the Spire, Humble Australia Fire Relief Bundle, Stadia, Open Surge and Boxtrom

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- [A Long Way Down blends together Slay the Spire card combat with maze building - now in Early Access](#)[2]

One thing is for sure, Slay the Spire truly has kicked off a deck-building indie game revolution of sorts. More and more are releasing with deck-building and A Long Way Down seems like one of the better ones so far. Note: Key provided by the publisher, Goblinz Studio.

Quite derivative I would say though, in the nicest way possible. The deck-building card-based combat from Slay the Spire is merged in with maze building in a similar fashion to what's seen in Guild of Dungeoneering.

- [The Humble Australia Fire Relief Bundle is up with 100% going to charity](#) [3]

Humble are back with a new bundle, although this is a 100% charity bundle to help deal with the sad situation in Australia.

The Humble Australia Fire Relief Bundle only has one tier at \$25, which does include quite a lot of games. Here's what's included, I've highlighted in bold text those with Linux support....

- [Google plan over 120 Stadia games this year, 10 coming to Stadia before other platforms](#)[4]

In their latest community update, the Stadia Team have given a small insight into what's coming to the Linux-powered game streaming service Stadia across 2020.

Missed our first impressions of Stadia? Check them out here.

They said "more than" 120 games will be coming to Stadia this year, more interestingly though they also mentioned that 10 will be arriving in the "first half of this year" that will "only" be on Stadia when they launch. So that's presumably some timed-exclusives they have going. No names were mentioned, so we just have to wait and see.

- [Move over Sonic, Surge has arrived with Open Surge - a game engine and retro platformer](#)[5]

I grew up playing the early Sonic games so Open Surge really speaks to me. A retro Sonic-inspired platformer (that's actually quite polished already) and a game engine for others to create with it.

Open Surge is free and open source software (GPL license), so anyone can grab it from GitHub and do whatever they wish. Written from scratch in C, using the cross-platform Allegro programming library.

- [Boxtron, the Steam Play tool to run games through a native DOSBox on Linux has a new release](#)[6]

Boxtron is another awesome Steam Play tool! Covered here a few times now, like Proton it enables you to play games on Linux that don't have a Linux build setup on Steam only this is for DOSBox games.

Rather than running DOSBox-powered games on Steam through Proton when they don't have a Linux build of it all up, using Boxtron should give a better experience.

Today a new release went up with Boxtron 0.5.4 fixing multiple issues including: games that use multiple CD images not starting like The Dame Was Loaded (and probably other FMV titles), they tweaked Retro City Rampage 486 to use "aspect=false", several bugs around parsing user-supplied regex for MIDI synthesiser detection were fixed, they also fixed a bug preventing MIDI port detection if there are no soundfonts installed and there's now several fallback soundfont names for various Linux distributions.

[Gaming](#)

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Links:

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

[2] <https://www.gamingonlinux.com/articles/a-long-way-down-blends-together-slay-the-spire-card-combat-with-maze-building-now-in-early-access.15788>

[3] <https://www.gamingonlinux.com/articles/the-humble-australia-fire-relief-bundle-is-up-with-100-going-to-charity.15790>

[4] <https://www.gamingonlinux.com/articles/google-plan-over-120-stadia-games-this-year-10-coming-to-stadia-before-other-platforms.15791>

[5] <https://www.gamingonlinux.com/articles/move-over-sonic-surge-has-arrived-with-open-surge-a-game-engine-and-retro-platformer.15792>

[6] <https://www.gamingonlinux.com/articles/boxtron-the-steam-play-tool-to-run-games-through-a-native-dosbox-on-linux-has-a-new-release.15793>