Reverse engineered PlayStation classic Driver 2 reimplementation has a Beta out now

Originally PlayStation exclusive and later ported to the Game Boy Advanced, Driver 2 lives on again with the REDRIVER2 game engine reimplementation project.

We did cover this somewhat recently but it was still a bit rough. Now though, there's a brand new release up that should be quite a lot smoother! REDRIVER2 Beta 1 adds in quite a lot of new features and some great sounding bug fixes to make the experience more enjoyable. There's also been a number of optimizations, the fullscreen map should look prettier, Flatpak support on Linux, ALT+Enter will toggle Fullscreen, controller configuration and much more.

Mighty Goose looks like a stupidly entertaining colourful run and gun game

Mighty Goose from Blastmode, MP2 Games and PLAYISM was announced recently ready for release on June 5. It looks incredible and it will be supported on Linux.

A fast paced run & gun shooter starring a bounty hunter Goose. Use epic weapons and devastating war machines to battle against screen filling bosses and hordes of enemies. At the core Mighty Goose is a tight side scrolling run & gun shooter that will test your skill, timing, reflexes. Building upon that solid arcade base, the game adds a ton of crazy weapons, warmachines, upgrades and secrets.

Play the Busy Beaver Game through a simulator

It's hard to find a game that combines the difficulty of, say, Dark Souls with the elegance of
Conway's Game of Life. In a 1962 paper, Hungarian mathematician Tibor Radó came up with just such a game, which he called the Busy Beaver Game (BBG).

To play BBG is to create a program that writes 1s on a machine's tape whose cells initially hold 0s; the 1s need not be consecutive, but the program must halt for the 1s to count. The winning program has the most 1s on its tape after halting.

I'll start with an overview of the machine, its programming language, and the game's constraints.