

Games: EARTHLOCK, FOX n FORESTS and More

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- [Adventure RPG 'EARTHLOCK' is now officially available on Linux](#) [2]

Inspired by the classic 3D RPGs of the late 90's, EARTHLOCK from Snowcastle Games is now officially available on Linux.

EARTHLOCK is the upgraded and extended version of EARTHLOCK: Festival of Magic, with a shorter name and tons of new content.

- [Classic adventure games Spellcasting 1-3 are now on GOG](#) [3]

Interested in some more classics? Spellcasting 1-3 are now available on GOG and they have Linux support thanks to the power of DOSBox.

- [Metroidvania action RPG 'Faeland' is fully funded on Kickstarter and heading to Linux](#) [4]

In Faeland you have the freedom to explore the open world, travel from town to town and talk to any NPC you come across. It will have various areas to explore like challenging forests, caves, dungeons, castles and more. Combat is defined by what weapon you're using, such as knives, daggers, swords, axes, spears and bows, all with their own attack animations speeds, strengths and so on. All the standard stuff you would expect essentially.

- [FOX n FORESTS, the action platformer where you change the season to release on May 17th](#) [5]

FOX n FORESTS [Official Site] is a retro-inspired action platformer with RPG elements that allows you to change the seasons, it's now due for release on May 17th. I've had it confirmed that this will include same-day Linux support.

- [Fun looking arcade racer 'Trailblazers' has another gameplay trailer, looking good & releasing soon](#) [6]

Trailblazers [Official Site], the arcade racer where you paint the track to go faster has another gameplay trailer and it looks so damn good.

Note: We've already spoken to the developer about review keys, they told us they will be in touch as soon as keys are available.

- [The first backer build of strategy game Phoenix Point from the creator of X-COM is due soon](#) [7]

Phoenix Point [Official Site], the huge new strategy game from Snapshot Games, which includes the legendary developer Julian Gollop (creator of X-COM) is due for a first public beta release really soon.

I might be a bit of a JG fan, considering how many hours of my youth were completely focused on playing the original X-COM UFO Defense (UFO: Enemy Unknown). Heck, I even went back to it repeatedly over the years because it's just so good. Helped by the awesome open source OpenXcom game engine.

[Gaming](#)

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