Games: Metroidvania ?Mable and the Wood?, Benchmarks and More

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- **Metroidvania ?Mable and the Wood? Launches this Summer; Windows, Linux, Mac, Switch, and Xbox One**[2]

  Originally said to be for Windows PC, Linux and Mac, the game is also now confirmed for Nintendo Switch and Xbox One.

- **Over 100 Linux Gaming/Graphics Tests Looking At The Radeon RX 570 vs. GTX 1650**[3]

  Complementing the recent comparison of Radeon RX 560/570/580 vs. GeForce GTX 1060/1650/1660 Linux Gaming Performance benchmarks, in this article are 102 Linux graphics tests (mostly games) looking more closely at the performance of the sub-$150 GeForce GTX 1650 and Radeon RX 570 graphics cards.

- **Retro-inspired 2D action RPG 'CrossCode' adds in arena battles, pets you can give rubs and more** [4]

  CrossCode is a fantastic game, a retro-inspired 2D action RPG from Radical Fish Games and it's continuing to expand after release with a big update now out.

  One of the biggest additions in this update, is a new arena battle system found in Rhombus Square. So if you especially enjoy the combat in CrossCode, there's now a whole lot more possible.

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[Raise an undead army of chickens in Undead Horde from 10tons, now out and my thoughts](#)[5]

> Do you like being on the evil side? Good news for you then, as a necromancer you will be raising an undead army in Undead Horde, which is now out with Linux support.

- **[Magical action game 'Wizard of Legend' adds more end-game content with a Boss Rush mode and more](#)** [6]

> Wizard of Legend is a really great game, especially when you play it in local co-op I've had an absolutely blast. Now it's even better once you've finished the main wizard trials.
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> The game has been out for a whole year now, so this update is part of the one year anniversary celebration for it. It's done well too, as it was announced back in July last year that it had surpassed 500K copies sold.
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> The "Boss Rush Update" went live yesterday and as the name might suggest, a new Boss Rush mode has been added for those who've completed the main Chaos Trials. Additionally, you can also now access the Hard mode if you're up for the challenge. Both of these modes are available from an NPC in the little plaza area.

- **[A new and quite interesting Steam Client Beta is out, nice Linux fixes and Vulkan shader downloading](#)**[7]

> Valve put out a brand new Steam Client Beta yesterday and it sounds like a pretty good one, with Linux issues getting some more attention.
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> Firstly though, they've re-named In-Home Streaming to Steam Remote Play, since the Steam client can now stream games to any other client both inside and outside your home. Additionally, your paired Steam Link devices will now show up in the Remote Play settings and you can remove all paired Steam Link devices.
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> The next interesting bit is for Vulkan, as Valve have re-worked their shader system so it's capable of downloading and pre-compiling the whole collection of Vulkan pipelines for games. So we will now see shader data downloads in Steam and pre-compiling will be enabled in a "future Beta build". This is exciting, hopefully when this is fully enabled, it will make Vulkan games super smooth for both native and Steam Play.

[Gaming](#)

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[3] https://www.phoronix.com/scan.php?page=news_item&px=RX-570-GTX-1650-More-Linux

[4] https://www.gamingonlinux.com/articles/retro-inspired-2d-action-rpg-crosscode-adds-in-arena-battles-pets-you-can-give-rubs-and-more.14144

[5] https://www.gamingonlinux.com/articles/raise-an-undead-army-of-chickens-in-undead-horde-from-10tons-now-out-and-my-thoughts.14145

[6] https://www.gamingonlinux.com/articles/magical-action-game-wizard-of-legend-adds-more-end-game-content-with-a-boss-rush-mode-and-more.14143

[7] https://www.gamingonlinux.com/articles/a-new-and-quite-interesting-steam-client-beta-is-out-nice-linux-fixes-and-vulkan-shader-downloading.14142