# Games: GOG, Zork and Epic Games

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Created *23/05/2019 - 5:37am*
Submitted by Roy Schestowitz on Thursday 23rd of May 2019 05:37:46 AM Filed under Gaming [1]

- **GOG are revamping GOG Galaxy, to help you manage multiple launchers and still no Linux support**[2]

  It's like a much fancier version of Steam's own ability to add games installed from other sources, as Galaxy 2.0 will also support cross-launcher friends lists and chat making it sound pretty darn handy. They do also state you can "Connect more platforms and add new features with open-source integrations.". Those hoping that is some kind of olive branch being extended for Linux will likely be disappointed though, going by their FAQ on the newer dedicated Galaxy site it sounds more like it's simply for adding other services into the client itself for those GOG haven't yet done.

  This would have been the perfect time to finally announce the ridiculously long-overdue Linux support for GOG Galaxy (especially with the Epic Store also not supporting Linux), sadly GOG are continuing to leave Linux out. In response to a user question on Twitter about Linux, the GOG team simply said "GOG GALAXY 2.0 will be available for Windows and Mac.". While an honest answer, it's also pretty blunt. No mention of it coming, just a whole lot of nothing.

- **Zork And The Z-Machine: Bringing The Mainframe To 8-bit Home Computers**[3]

  Computer games have been around about as long as computers have. And though it may be hard to believe, Zork, a text-based adventure game, was the Fortnite of its time. But Zork is more than that. For portability and size reasons, Zork itself is written in Zork Implementation Language (ZIL), makes heavy use of the brand-new concept of object-oriented programming, and runs on a virtual machine. All this back in 1979. They used every trick in the book to pack as much of the Underground Empire into computers that had only 32 kB of RAM. But more even more than a technological tour de force, Zork is an unmissable milestone in the history of computer gaming. But it didn?t spring up out of nowhere.

[...]

While home computers were still scarce, the concept of selling software to regular consumers was also new. This was the time when the Atari 2600 had just gone on sale, starting the second generation game consoles that were expandable to play more that one game through the use of plug-in cartridges. It was a new market, with many questions among MIT, Stanford and other students regarding the open hacker culture versus the world of commercial software. Some, like Richard Stallman, not changing their stance on this much since their student days at MIT.

As the Zork developers were graduating, they realized that with the success of Zork on their hands, they had this one chance to commercialize it, taking their lives and careers into an entirely different direction from their original goals. With little standing in their way, Infocom was founded on June 22nd, 1979.

- **Gaming Platform War Update: Epic Games Store Suspends Accounts...For Buying Too Many Games**[4]

  As we've talked about before, it seems an era of gaming platform wars is upon us. While Valve's Steam platform mostly only had to contend with less-used storefronts like GOG and Origin, a recent front was opened up by the Epic Games Store, which has promised better cuts to publishers to get exclusive games and has attempted to wage a PR battle to make people mad at Steam. It's all quite involved, with opinions varying across the internet as to who the good and bad guys in this story are.

Gaming

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