Games: NetherWorld, Dota Underlords and DXVK

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- **[NetherWorld, an impressive looking and weird narrative pixel-art action game is coming to Linux](NetherWorld)**[2]

  Currently in development by Hungry Pixel, NetherWorld has a pretty impressive pixel-art visual style that will mix insane action with narrative elements and it's coming to Linux.

  The actual plot of the game sounds pretty wild, starting with a marriage crisis as your wife decides to leave you and so you head to the local Bar to drown your sorrows. One thing leads to another with some unexpected turns, as you go on some sort of twisted journey as you explore the darkest corners of the land of NetherWorld.

  Discovered thanks to IndieDB, the developer recently confirmed to me that it will be supporting Linux.

- **[Dota Underlords from Valve is already quite addictive and they're improving it quickly](Dota)** [3]

  With Dota Underlords available for testing, I've now taken a look at it (thanks Scaine!) and so far I've been quite impressed.

  Valve have essentially rewritten the rules of "Valve Time", considering how quickly they've made it available and how promptly they've been responding to feedback. They've already adjusted it so you can switch between a Mobile and PC style for the user interface, fixed up the Linux version nicely (it runs beautifully!), removed the odd character outlines from the PC version and so on. Honestly, I'm genuinely surprised at how fast Valve are reacting with it.

  Since this is apparently the next big thing, it's nice to see that Linux gamers can jump on in right away thanks to Valve. As a reminder, the original creator of the mod is making a stand-alone version for the Epic Games Store and the League of Legends developer Riot are also doing their own.

- **DXVK 1.2.2 released with performance improvements and bug fixes** [4]

DXVK, the incredible project that provides a Vulkan-based layer for D3D11 and D3D10 games run with Wine has another release now available. DXVK 1.2.2 is quite a small point release but as always, it still brings with it some nice changes.

This time around Team Sonic Racing has a bug fix to help some startup issues and Planet Coaster should also see less startup issues, although Planet Coaster does need "additional wine patches" as of Wine 4.10.

Also in this release are some CPU overhead optimizations, improved compute shader performance on Nvidia GPUs in some games with Nier: Automata being one that was noted and minor bugs were solved that caused wine test failures.

[Gaming](#)

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