

Games: Dead Mage, Slime Rancher and HyperRogue

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- [Dead Mage have confirmed that their story-driven action RPG Children of Morta is still coming to Linux](#)[2]

Due for release sometime this Summer, Children of Morta looks like it's going to be a huge amount of fun and thankfully the Linux version is still confirmed to be coming.

- [Viktor?s Experimental Update for Slime Rancher is big and it's out now, along with a sweet cosmetic DLC](#)[3]

Viktor Humphries needs help. This crazy scientist has made a virtual version of the Far, Far Range and it's a little glitchy.

Getting to him might take a little while for newer players though. You will need to have first unlocked the Ruins, purchased the Lab Ranch Expansion, unlocked the Treasure Cracker MKII, and then complete a Range Exchange request with him. Viktor?s Slimeulation does sound amusing though, with you using "Viktor's patented debug spray" to reveal glitch slimes and suck up as many as you can before his virtual world becomes too corrupted.

- [Non-Euclidean roguelike HyperRogue just had a huge update and you can now play in first-person](#)[4]

HyperRogue absolutely melts my brain and yet I still keep coming back to it! It just had a huge update too, allowing you to play it in some interesting new ways. These new ways might just cook your brain that little bit more, it certainly did give mine a workout.

Links:

[1] <http://www.tuxmachines.org/taxonomy/term/69>

[2] <https://www.gamingonlinux.com/articles/dead-mage-have-confirmed-that-their-story-driven-action-rpg-children-of-morta-is-still-coming-to-linux.14395>

[3] <https://www.gamingonlinux.com/articles/viktors-experimental-update-for-slime-rancher-is-big-and-its-out-now-along-with-a-sweet-cosmetic-dlc.14396>

[4] <https://www.gamingonlinux.com/articles/non-euclidean-roguelike-hyperrogue-just-had-a-huge-update-and-you-can-now-play-in-first-person.14397>