

Games: Vagrus, Hive Quest, ATRIUM, GameMode, Elemental War, TerraTech, Higurashi When They Cry Hou, Citadel

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- [The dark strategy RPG "Vagrus - The Riven Realms" is doing well, quite an experience to play](#) [2]

Currently in "Open Access" on Fig, a hybrid Early Access/Crowdfunding model, Vagrus - The Riven Realms seems to be doing well.

It's only been going for a couple of months but they've already managed to raise \$23,071. It's an interesting system, where you back the campaign with your pledge and get immediate access. At various funding points, it unlocks the next part of their development roadmap with the very next milestone very close to being hit.

- [The strange real time strategy adventure "Hive Quest" is now on Kickstarter](#) [3]

Love insects and other creepy crawlies? Hive Quest might be a game you will enjoy, one that's coming to Linux and it's now crowdfunding on Kickstarter.

Inspired partially by the classic Black & White from Lionhead Studios, it's not meant to be graphically impressive. In fact, the developer opted to go for a more retro 3D look with it. Gameplay involves you managing a tribe, along with gathering resources like food to keep them going. It's a bit of an odd one, due to the mix of gameplay involved. It blends a strategy game with puzzles, exploration and a little mystery wrapped in an ancient magical theme with insects and spirits.

- [Strategy game "ATRIUM" released recently, it's pretty much the game Carcassonne \[4\]](#)

Carcassonne is that you? Well if you want to play something almost the same, ATRIUM just recently released from Black Potion.

ATRIUM is a tile-based digital board game, where the board gets built as you go. On each turn, a player can place down a tile which you're given two at random each time and a person, with different tiles giving different benefits. Some might turn your people into a powerful character, some might give you extra points and so on. You basically play each turn, until you run out of tiles and the person who has the most territory wins.

- [GameMode ? A Tool To Improve Gaming Performance On Linux \[5\]](#)

Ask some Linux users why they still sticks with Windows dual boot, probably the answer would be ? ?Games!?. It was true! Luckily, open source gaming platforms like Steam and Lutris have brought many games to Linux platforms and improved the Linux gaming experience significantly over the years. Today, I stumbled upon yet another Linux gaming-related, open source tool named GameMode, which allows the users to improve gaming performance on Linux.

GameMode is basically a daemon/lib combo that lets the games optimise Linux system performance on demand. I thought GameMode is a kind of tool that would kill some resource-hungry tools running in the background. But it is different. What it does actually is just instruct the CPU to automatically run in Performance mode when playing games and helps the Linux users to get best possible performance out of their games.

GameMode improves the gaming performance significantly by requesting a set of optimisations be temporarily applied to the host OS while playing the games.

- [Tower Defense game "Elemental War" leaves Early Access today \[6\]](#)

Leaving Early Access today after nine months with a fresh update is Elemental War, a Tower Defense game from Clockwork Origins.

This one is a little unusual, in the way that unlike a lot of Tower Defense games there's no story campaign to play through. Instead it offers multiple game modes for single-player including a standard 60 wave defence mode, a survival mode to go as long as you can and a hero mode where your enemies are given random abilities. On top of that, there's also a level editor and a versus online mode to send waves against other players.

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[Open-world sandbox adventure game "TerraTech" now has a co-op campaign for up to 4 players](#)[7]

This is awesome. TerraTech is actually a really fun game for those who like to build vehicles and then go exploring and it just got a big update.

Version 1.3 was released yesterday, building on the work they did in a previous update to give a co-op creative mode it now has a fully online co-op campaign mode. You will be sharing everything from the blocks available to the mission log, so it will require working together.



[Chapter 7 of Higurashi When They Cry Hou is now out with Linux support](#) [8]

After waiting a whole year, the seventh chapter of the Higurashi When They Cry Hou is now available with Higurashi When They Cry Hou - Ch.7 Minagoroshi.

Continuing to support Linux just like all the other chapters, this highly rated series is worth a look for anyone who enjoys a good mystery. This is a kinetic/sound novel, not one if you like to pick lots of options and change the story. It's a linear experience but still worth going through if you like your novels.



[Looks like Valve are developing another new game, something to do with "Citadel"](#) [9]

Warm up that cup of speculation, as it appears Valve are working on another game that seems to be going by the name of Citadel.

Linking into Half-Life, since the Citadel is the HQ from where the Combine govern Earth. Apparently though, this is entirely separate to the unannounced Half-Life VR game with Citadel being a completely different Source 2 project. As always though, do not take this as any form of confirmation.

[Gaming](#)

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

[2] <https://www.gamingonlinux.com/articles/the-dark-strategy-rpg-vagrus-the-riven-realms-is-doing-well-quite-an-experience-to-play.14614>

[3] <https://www.gamingonlinux.com/articles/the-strange-real-time-strategy-adventure-hive-quest-is-now-on-kickstarter.14613>

[4] <https://www.gamingonlinux.com/articles/strategy-game-atrrium-released-recently-its-pretty-much-the-game-carcassonne.14612>

[5] <https://www.ostechnix.com/gamemode-a-tool-to-improve-gaming-performance-on-linux/>

[6] <https://www.gamingonlinux.com/articles/tower-defense-game-elemental-war-leaves-early-access-today.14611>

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