

Games: Hellblade Senua's Sacrifice, Dota Underlords, Wine/NetBSD

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Submitted by Roy Schestowitz on Saturday 31st of August 2019 06:08:53 PM Filed under [Gaming](#) [1]

- [Hellblade Senuas Sacrifice | Linux Gaming | Ubuntu 18.04 | Steam Play](#) [2]

Hellblade Senua's Sacrifice running through Steam play.

- [Valve just turned the gameplay of Dota Underlords on its head with Contraptions](#) [3]

Valve seem to be using Early Access to really mix things up for Dota Underlords, with a new update out adding in Contraptions you can put on the board.

While I like Underlords a lot, I was pretty keen to see them do a little more with it. So the idea of Contraptions is pretty fun and it does mix the gameplay up quite a bit. You can place them on the board, move them around and they will affect the combat making placement even more crucial than ever. They also don't count against the normal unit cap.

- [Wine Is Now In Better Shape On NetBSD Thanks To GSoC 2019](#) [4]

In addition to NetBSD seeing better DRM ioctl support for its Linux compatibility layer (as part of an effort towards possible Steam support) thanks to Google Summer of Code 2019, there were also Wine improvements as a result of this Google programming initiative.

Student developer Naveen Narayanan worked the summer on improving NetBSD's Wine support, particularly when it comes to AMD64 (x86_64) support.

Source URL: <http://www.tuxmachines.org/node/127598>

Links:

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

[2] <https://www.youtube.com/watch?v=w6vO8GEt9yM>

[3] <https://www.gamingonlinux.com/articles/valve-just-turned-the-gameplay-of-dota-underlords-on-its-head-with-contraptions.14917>

[4] https://www.phoronix.com/scan.php?page=news_item&px=Wine-NetBSD-GSoC-2019-Done