# Games: KeeperRL, 3 Minutes to Midnight, Shadow of Mordor

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Created *17/10/2019 - 1:56pm*
Submitted by Roy Schestowitz on Thursday 17th of October 2019 01:56:47 PM Filed under Gaming [1]

- **Roguelike dungeon simulator 'KeeperRL' expands modding and adds Steam Workshop support** [2]

  Sometimes you just want to be an evil wizard, build a dungeon and look after some imps. KeeperRL lets you do just that and it just had a big new update with much better modding support.

  With the introduction of Steam Workshop support, mods and retired dungeons can now be shared to it to allow others to easily download and try them out. As for the rest of the modding support lots more can now be tweaked. Items, building info, Z-level width, creature names and so on can be changed with mods now and creatures can also drop custom items.

- **The comedy adventure game 3 Minutes to Midnight is on Kickstarter with Linux support** [3]

  Scarecrow Studio are now crowdfunding to finish up their very colourful comedy adventure game 3 Minutes to Midnight.

  The Kickstarter campaign is now live, with a funding goal of €50,000 they need to reach by November 8. They've already amassed support with over €38,000 so it's likely it will be fully funded.

  Taking inspiration from the classics like The Secret of Monkey Island, Day of the Tentacle, and Sam & Max Hit the Road (where have I heard this before?), Scarecrow Studio said 3 Minutes to Midnight will take the point and click gameplay, blend in some humour and high-definition art with an intuitive interface and a "compelling mystery" to solve. They also say it has the "largest script in point-and-click history" and "over 1000 interactable objects" so

they're setting the bar for themselves pretty damn high.

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**The Linux port of Shadow of Mordor from Feral Interactive has gained a Vulkan Beta, a massive difference**[4]

This is quite a surprise! Early yesterday we were notified that Middle-earth: Shadow of Mordor, which Feral Interactive ported to Linux in 2015 has gained a Vulkan Beta.

Since companies rarely make much money from older ports like this, it's quite fantastic to see it being given some love. Especially like this, giving it a big boost with a much newer graphics API. This is not long after Feral Interactive confirmed the Linux release date for Shadow of the Tomb Raider Definitive Edition and also announced Total War Saga: TROY for Linux too.

[Gaming](#)

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[1] http://www.tuxmachines.org/taxonomy/term/69
[2] https://www.gamingonlinux.com/articles/roguelike-dungeon-simulator-keeperrl-expands-modding-and-adds-steam-workshop-support.15228
[3] https://www.gamingonlinux.com/articles/the-comedy-adventure-game-3-minutes-to-midnight-is-on-kickstarter-with-linux-support.15229
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