

Games: GNOME, Core Defense, Steam and Monster Crown

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- [Implementing Recently Played Collection in GNOME Games](#) [2]

In my previous blog post, I talked about how I added a Favorites Collection to Games. Favorites Collection lists all the games that's marked as favorite. In this post I'll talk about what went into adding a Recently Played Collection, which helps you get to recently played games more quickly.

Since most of the ground work for supporting non-user collections are already done as part of introducing Favorites Collection, it required much less work to add another non-user collection. For Recently Played collection, the main differences from Favorites Collection in terms of implementation are...

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[Core Defense offers up a different kind of Tower Defense with deck-building](#) [3]

Core Defense is a Tower Defense game at its core but it's quite unusual in how it sprinkles in the content and it's out now with full Linux support. After being in Early Access on itch.io for a few months, it's looking good.

It takes the usual wave-based approach from your typical TD game but instead of giving you set tower types and specific placements, it's a little more open-ended. As you progress through the waves, you build up your defences based on what cards you pick as rewards, a little like a deck-builder and you use these unlocks to gradually build through the blank canvas of a map you're given.



[4 ways to back up Steam games on Linux](#) [4]

Are you a Linux gamer? Do you play a lot of Steam video games? Trying to figure out how to back up your games so you don't have to keep re-downloading them? If so, this list is for you! Follow along as we talk about 4 ways to back up Steam games on Linux!



[Monster Crown has a new adult take on Pokemon and it's now in Early Access](#) [5]

With a darker tone, a setting aimed at adults and creatures that might give a few pixelated nightmares, Monster Crown has entered Early Access as a new breed in the genre of monster catching.

Monster Crown definitely captures some of the spirit of early Pokemon games, with a new and unique take on it. Instead of throwing a magical ball to capture creatures and force them to your will, Monster Crown gets you to offer them a contract and see if they want to join you. It's a little odd but an interesting spin.

[GNOME](#)

Source URL: <http://www.tuxmachines.org/node/140512>

Links:

[1] <http://www.tuxmachines.org/taxonomy/term/146>

[2] <https://nevilleantony98.gitlab.io//2020/07/31/week-7/>

[3] <https://www.gamingonlinux.com/2020/07/core-defense-offers-up-a-different-kind-of-tower-defense-with-deck-building>

[4] <https://www.addictivetips.com/ubuntu-linux-tips/back-up-steam-games-on-linux/>

[5] <https://www.gamingonlinux.com/2020/07/monster-crown-has-a-new-adult-take-on-pokemon-and-its-now-in-early-access>