We're Guilty of It

Valheim Valheim Valheim, it's all we've been hearing lately. We're guilty of it, other websites and content creators have covered it a lot and so expectedly it's hit new highs again.

Less than one month since entering Early Access, Iron Gate AB and Coffee Stain Publishing have announced they've managed to sell 4 million copies. Not only that, Valheim managed to hit over 500,000 players online at the same time on February 21, which means more people were in game than there were actual Vikings in human history. A more modern detail is that it makes Valheim now on the top 5 of most played games on Steam - ever.

Other fun details include the game being played for "a combined total of 10,000 years" and it continues to climb the Steam Top 250 leaderboard for the best reviewed games of all time and they've hit over 92,000 reviews on Steam.

This is absolute madness. Amazing though, and completely deserved. Gaming news Fantastic to have such a popular game developed on and for Linux with full support. Iron Gate CEO Richard Svensson has previously made it pretty clear in the official Discord for the game, that they're a "pretty dedicated linux supporter".

A fresh update for Valheim just recently went out too, here's what's new:

- Crafting item-dupe bug fix
- Harpooned player & ship bug fix
- Fixed player ragdoll
- Bonemass,Moder,Yagluth difficulty tweaks
- Moder music updated
- Tombstone bugfix (probably wont fix disappearing tombstones though)
- Fixed world corruption caused by pressing ALT+F4 while logging out.
- Deathsquitos have slightly longer audio range
- Tweaked audio on blast-furnace & spinning wheel
- Shared map position setting is saved per world
- Updated network stats (F2)
- Building destruction drop-fix
- Vulkan support in windows builds (Linux is Vulkan by default)
- Network disconnection bugfix
- Updated socket-backend

In our previous article we talked about how it caused the popularity of the command-line game hosting tool LinuxGSM to explode too. It's since risen from around 750 servers being hosted to well over 1,400 so it also continues being a very popular way to host games.