

GAMING ON LINUX

The tastiest brain candy to relax those tired neurons 

DON'T PANIC!



Liam Dawe is our Games Editor and the founder of gamingonlinux.com, the home of Tux gaming on the web.

Are you feeling nervous about Steam Machines and SteamOS? Are you worried about what will happen to Linux gaming if they fail? We are here to settle those worries over a hot cuppa with some thoughts of our own.

Let's start with some facts about where Linux gaming is right now; Valve's juggernaut of a store is now serving up over 700 Linux-compatible games with no sign of slowing down. Only recently have some big AAA-class releases hit Linux too, so not only are we getting more, but we are getting games with much bigger budgets too.

GOG deserves an honourable mention now as just recently it hit 100 Linux games in its catalogue, and considering that it has only supported Linux since July of 2014 that's a pretty quick jump. GOG will also support Linux with its recently announced Steam-like client called 'Galaxy', and since it has no ties with Valve and Steam it will continue supporting Linux regardless of what happens with the Steam Machines.

Why are we noting all of this? Well, this success has all come without a single Steam Machine being released, so with all this happening for us gamers we think that Linux gaming will carry on being perfectly healthy even if Steam Machines are a flop.

A Linux-based gaming machine won't exactly be an overnight success anyway, but with Valve we should see a slow and steady push to increase Linux games to help them succeed with their Linux-based initiative.

Borderlands: The Pre-sequel

Shoot 'n' loot on the moon.

Not finding enough loot in *Borderlands 2*? Well we have you covered, as *Borderlands: The Pre-sequel* has been released on Steam for Linux.

Borderlands: The Pre-sequel is a mix of frantic first person shooting with RPG mechanics that works out rather nicely. As you shoot and loot your way through the game you will be able to level up, and unlock special abilities.

The *Borderlands* series is known for injecting a fair bit of comedy into the game, so don't go thinking this is some sort of *Call of Duty*-class serious shooter.

What makes the *Borderlands* series so different is a mixture of a few things, the most important of which is the loot system. Each gamer could end up with a completely different arsenal of weapons compared with your friends online. Are you jealous of their sniper rifle that does fire damage? No problem: just show off your assault rifle grenade launcher (and yes that's a thing!).

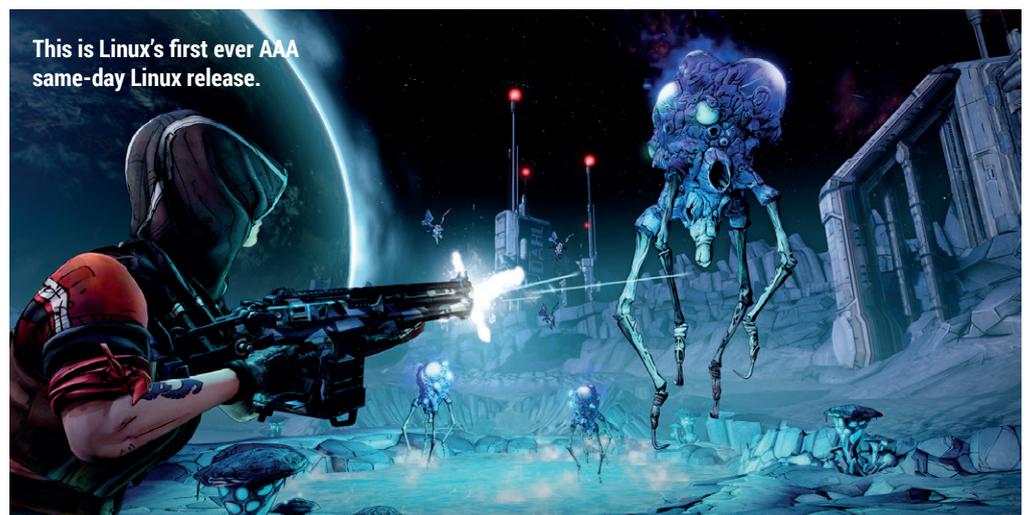
The online modes are also what makes it a great experience, as it's all completely seamless. Teaming up with people is as simple as sending



them a quick invitation on Steam, and like magic they enter your game world.

The day has come for Linux gamers to truly show our numbers. This is the first time we have been able to give a major publisher sales statistics from Linux gamers to compare them properly side-by-side with Windows & Mac, so it's time to show them our numbers!

Publisher 2K Developer Gearbox/Aspyr Media
Release Date 17 October 2014 **Store** <http://store.steampowered.com/app/261640>



This is Linux's first ever AAA same-day Linux release.

"Borderlands: The Pre-sequel is a mix of frantic first-person shooting with RPG mechanics."

Super Win The Game

Here comes the nostalgia train!

Remember the days of being frustrated trying to complete platformers on your old games consoles? Well *Super Win The Game* should bring back a lot of memories, as it seeks to emulate the look and feel of a lot of retro games, so you could call it a homage to retro games, and in our eyes it's one of the best at achieving this effect.

The game comes with full game-pad support as standard, so it can really feel the part and a game like this feels better with one too.

Super Win The Game is the sequel to the free hit indie game *You Have To Win The*

Game which is also available on Steam for Linux, and it expands on it rather a lot with a lot more content.

Unlike the free game that came before it, *Super Win The Game* is not just a standard platformer, as it blends a mix of adventure gaming along with some slick platforming moves.

There is no combat in this game, so if you're a pacifist looking for some non-violent fun, this is for you.

Publisher Minor Key Games **Developer** Minor Key Games **Release Date** 1 October 2014 **Store** <http://store.steampowered.com/app/310700/>



0 A.D.

Setting the future standard for open source games.

0A.D. has unleashed its 17th alpha version of the open source real time strategy title that aims to be historically accurate.

0 A.D. is aimed at fans of games like Microsoft's *Age of Empires* series of games, and plays a lot like them. The major difference is that you don't upgrade through different ages like in the *AoE* series of games.

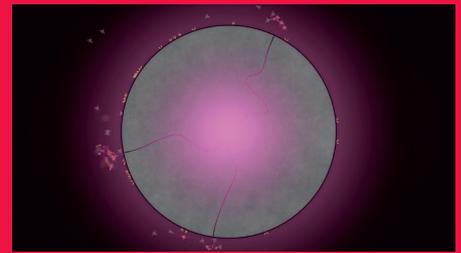
The new release is a whopper with a major rebalance to the combat, but formations have been removed for the moment to be reworked. It also includes a much smarter AI that can now deploy naval transport ships to hop to different islands, so the AI will no longer stall on naval-based maps. Combat units can now garrison walls directly for extra defence, and when you do this you can even see them on top of the walls.



New features are but a tip of the iceberg for this latest alpha as *0 A.D.* has seen a wave of performance enhancements too, so you should notice a better overall framerate, and this is probably one of the most important fixes as the late-game got rather sluggish in previous alphas.

Developer Wildfire Games (and contributors) **Release Date** No ETA for the final release **Store** <http://play0ad.com>

ALSO RELEASED...



Euforia HD

A revamp of a well-received ambient strategy game that is now on Linux. A great way to relax your tired mind with lovely ambient music, and easy to learn strategy controls make it a winner this issue.

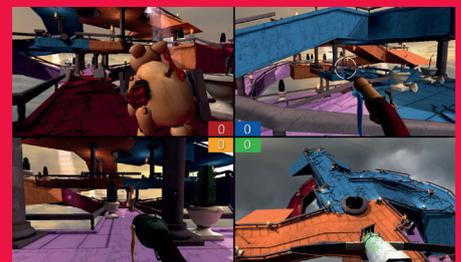
The style of the game is just beautiful with the minimalistic, but gorgeous graphics. Now, go spread your seeds across the universe! <http://store.steampowered.com/app/221180>



Windward

Landlubbers need not apply. *Windward* is a procedurally generated (it's all random) naval combat and exploration game designed to be played either by yourself, or team up in co-op with friends.

You can fight against pirate ships, do a little trading or just explore the high seas. It's currently in 'Early Access', so it's not yet complete, but early reviews are positive. <http://store.steampowered.com/app/326410>



Screenshot Peek

Do you like to play co-op with your friends and peek at their screens? We do too! Lucky for us *Screenshot Peek* has been released in full on Steam, and the main hook for it is you actually need to use other people's screens to find them, as everyone is invisible. Madness! <http://store.steampowered.com/app/301970>