

GAMING ON LINUX

The tastiest brain candy to relax those tired neurons



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Wine enables us Linux users to run Windows applications under Linux without the need for a Windows licence. It sounds great, but it does come with its own set of drawbacks, such as poor performance in certain games; and some games may refuse to work without a lot of tinkering.

A problem has arisen now that Linux is gaining a foothold in the gaming market: "Wine Ports", developers who bundle their game with a copy of Wine and call it a day. I know what you're thinking: "That's not a Linux port!", and you are right. It seems some developers are trying to short-cut their way onto Linux like they do on Mac OS X.

Sometimes bottling Wine along with a Windows game can be acceptable, if, for example the source code to an older title has been lost; we can live with that. This situation is good because of two things: it gives us a game we wouldn't otherwise get, and it counts as a Linux sale to the developers to show them interest for futures titles to be ported.

The problem is when developers look to cut corners and shoehorn a Linux version out the door without looking into porting it natively. This can be a problem, as these developers could see poor sales due to using Wine and Linux users being wise to that fact, the developers can then easily claim Linux doesn't sell.

So I ask you dear readers, how do you feel about Wine Ports? Let us know on the Linux Voice forum.

<http://forums.linuxvoice.com>

Star Conflict

Like being a real space pilot, without the risk of death.

Big news space fans! Star Conflict, a free-to-play spaceship combat MMO has officially launched its Linux version as promised. This is one of our first major free-to-play titles that's been released from outside Valve.

The graphics are simply fantastic, which is surprising for a free game. It also doesn't shove anything into your face about paying for in-app purchases – it's all perfectly optional, which is again very surprising. You can buy extra credits for ships and paint jobs or buy downloadable content (DLC) packs from Steam.



The game starts you off slowly to not overwhelm you with a few tutorials showing you basic flight and combat, which it makes really painless for you.

This is the first Linux game from Star Gem Inc, and we hope it will only be the start for them. See you in space!

<http://store.steampowered.com/app/212070/>

Counter Strike: Global Offensive

The next-generation of what was originally just a mod.

Do you see yourself as a counter-terrorism hero?

Or do you see yourself as an evil terrorist? Well now you'll get the opportunity, as Counter Strike Global Offensive is coming to Linux. The news comes as a result of the Reddit "Ask Me Anything" that Gabe Newell (the owner of Valve and Steam) did recently. There is no ETA, but Gabe assured us that it is coming. With Valve's notorious "Valve Time" it could still be a while before it comes to our beloved platform, so we just have to be patient for a little while longer.

CS:GO is a next-generation police vs terrorists first-person



shooter boasting improved graphics, new game modes, support for weapon customisation and a lot more.

One of the best parts of CS:GO is the frantic and fun new mode called "Gun

Game" where you swap guns on each kill. The last weapon is a knife, which doesn't make it easy, but it does make it interesting...

<http://store.steampowered.com/app/730/>

Luftrausers

Take on the Nazis in a crazy-coloured world.

Luftrausers is an arcade-style aerial combat game with some over-the-top action from the well-respected developer Vlambeer.

The game features over 125 combinations of weapons, bodies, and propulsion systems offering you a lot of customisation to keep you coming back for more. It also opens up different ways to play each level as you try different combinations to beat it, you can unlock different colour-sets to play the game in to keep you interested.

The game won't bring your PC to a crawl either, so it should work on some older computers. As it uses so little in the way of system resources, you only need a graphics card that has OpenGL 2.1, which is quite old now.

Luftrausers is a great timewaster for the armchair general to sit back comfortably with a game-pad in hand and annihilate some enemy planes, submarines, ships



Luftrausers' simplistic graphics and frantic gameplay remind us of 80s arcade machines.

and more. It lacks the glitz of a modern FPS, but it's full of charm.

<http://store.steampowered.com/app/233150/>

Unvanquished

You might want to keep one eye to the ceiling in this one.



Unvanquished is a hybrid of first-person shooter and real-time strategy wrapped in a good-looking package for open source fans. The game is now in its early alpha stages, but it is already playable and looking really slick. It pits human marines versus vicious aliens in all-out war. The game improves dramatically with each new release, and the team are always looking for help with programming and translations for anyone to get involved.

The game is a fork of another open source game, named 'Tremulous', which sadly seems to have died out, but the survival of Unvanquished is what makes open source great.

www.unvanquished.net

Xonotic

The direct successor of the Nexuiz first-person shooter project.

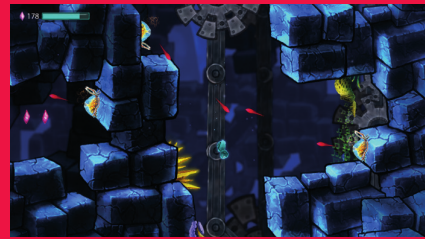


Xonotic is another free and open source shooter; this time, rather than pitting humans versus aliens, it's war between humans in fast-paced game modes. Xonotic is similar to the famed Unreal Tournament series of games only with no price tag attached to it. It features many weapons, each with their own secondary fire mode, and there are plenty of game modes to keep you going. If lots of weapons aren't enough for you it also has 18 different maps, all wrapped up in a neat free package.

The game has its own statistics system integrated with it, so you can even keep track of how terrible you are!

www.xonotic.org

ALSO RELEASED...



Beatbuddy: Tale of the Guardians

Your ears are in for a real treat with Beatbuddy: Tale of the Guardians. The game is an exploration/puzzle game that involves music in everything you do, with fantastic results. The levels are all hand-painted giving it that extra loving touch, and it really is a beautiful-looking game. Stop the evil Prince Maestro from stealing all the music!

<http://store.steampowered.com/app/231040>



Unreal Engine 4

Epic Games has unleashed hell on Linux as it has announced that Unreal Engine 4.1+ will support Linux officially. Unreal Engine is an extremely popular engine with big-name developers, so this is some of the best news we have had since Steam on Linux. Epic is offering the engine at a low price with source code access too.

www.unrealengine.com/blog/41-update-preview



CryEngine

Crytek (the developer behind such games as Crysis) has ported its CryEngine games engine to Linux. This means in future we will be able to see games as graphically amazing as Crysis on Linux, and who doesn't want that to happen? The free SDK is looking like it will add Linux support too, so onwards and upwards from here for all of us.

www.crytek.com