GAMING ON LINUX

The tastiest brain candy to relax those tired neurons

FORGET THE SWAN

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Has it been bothering you how many different package managers you have to use to install games? You have Steam, Desura, GOG, and many other websites to pick your games from, but having so many different places to install and launch games from can be a real nuisance.

We're delighted then to introduce *Lutris*, an open source application built specifically for Linux to help you manage your vast library of games, and it does make a lot of things simpler. *Lutris* doesn't just simplify native games either, but the developers' is to also support installing games with *Wine*, much like the application *PlayOnLinux* does.

Lutris also includes support for browser-based games, and retro emulators as well. Having all of your games launching from one place makes it a nifty application to have, but you still need to manually search to find the executable; once this is done though, launching is a simple click of a button.

Hopefully they will polish up the process and make it as easy as possible in future, as the looks leave a little to be desired.

We mentioned it was open source, so any willing developers can help polish up the experience with the source code, the source has been conveniently placed on GitHub. Check it out here: **https://lutris.net** and be sure to let us know what you think to it. We look forward to seeing this project progress.
http://forums.linuxvoice.com

This War of Mine

As bleak as you can get in a game.

You've played survival games before, sure, but you've never played anything quite as harsh as *This War of Mine*. There are masses of survival games around now, so it's good to see a game try and do things a little bit differently, and succeed at it. Most survival games are all about being "open-world" leaving you to figure everything out for yourself, but *This War of Mine* isn't quite like that, as everything is very simple to do.

The one thing it does share with other survival games is that it drops you right in the thick of it, as you could even start with characters who are already injured and depressed. A key difference is that you have multiple characters to look after.

You start off at your safe house. We use the word 'safe' rather lightly as it's a pretty ruined house that needs some major DIY. You will need to sort through the rubble to find supplies, and craft luxury items like chairs, beds and a radio to keep your little family of survivors happy, which can feel like a real chore at times.

Once night falls, the game becomes completely different. You will need to constantly find supplies like food and weapons, so this is

the time to accomplish these essential tasks.

You're given a choice of locations to raid, from completely abandoned houses to burnt ruins full of scared citizens who can attack you.

This is when it gets most fun, as you can choose to sneak around using hiding places to pop out and have a rummage, or you can go in guns blazing and murder those poor people for whatever is in their pockets – but if you decide to murder someone your characters' mental state really will pay for it.

Overall we found this to be one of the most interesting games to come out recently.

Store http://store.steampowered.com/app/282070/
Price £14.99

Bleak graphics match the bleak setting.

"You've played survival games before, sure, but you've never played anything quite as harsh as this…"

Civilization: Beyond Earth

Can you survive this alien world?

The latest generation of *Civilization* has arrived for Linux, courtesy of porting house Aspyr Media, which ported the previous *Civilization* and the *Borderlands* games to Linux.

In *Beyond Earth*, instead of conquering a map on planet earth; you're on a completely alien world full of wondrous mysteries and strange creatures. That makes it similar in certain ways to the old *Alpha Centuri* games (they really need to do a new one!) for the setting, but game-play wise it's very similar to the previous *Civilization* game. In fact a fair amount of people have called it a "re-skin"

of *Civilization V*, and it's hard to disagree as most of the mechanics are seemingly the same with different names, but that doesn't stop it being fun at all, as even for seasoned players it will be refreshing.

The setting alone is far more exciting for anyone who is a fan of space science fiction, and it is executed extremely well with the visual style and sound effects. So, if like us space cadets, that's your thing, then you will probably enjoy this version a lot more.

Store http://store.steampowered.com/app/65980 **Price** £29.99

🔴 The *Civilization* games have a history of good support, so expect more to come from the latest installment.

SuperTuxKart

Open source racing just got awesome.

This is probably the biggest ever update to our favourite open source racer since it began. This huge update brings with it an overhaul to the "Antartica" game engine, and it's a good 'un.

The new engine brings massive improvements to the lighting, physics, and shadows in the game, making everything look just that bit better, but you need decent looking maps to go with it, so they re-did the maps too, and boy are they gorgeous. The old graphics and engine did not age well against other racers, so we hope this helps to breathe new life into a fantastic project.
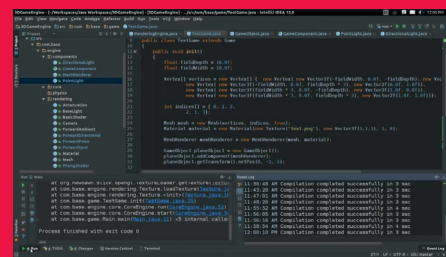
You don't have to take our word for it; as it's open source you can give it a go any time. Like most open source games it needs contributors, so get in touch with the developers if you fancy helping out.

One thing Linux still lacks is a decent racing game, so could this fill the void? It certainly would be fantastic for a younger audience to muck about on. Sadly, it was released without an easily downloadable file to run on Linux, so until they arrange that you will need to compile it from the source, but they have instructions on their site to follow to enable you to do this.

Website http://supertuxkart.sourceforge.net/ **Price** Free

ALSO RELEASED...

Godot Engine
The open source game engine and toolkit *Godot Engine* has release its big "1.0" release promising lots of polish and new features.

It looks like it will be a serious contender for anyone wanting to do proper game development on Linux directly, and that's fantastic. It has an impressive feature list, so it should satisfy more than your basic needs. www.godotengine.org/wp

The Original Strife: Veteran Edition
Who fancies playing a really old school blend of RPG and FPS mechanics wrapped up in a neat open source engine? You actually get a copy of the source with each purchase! The game originally came out in 1996, so a lot of the mechanics still feel dated even with the new engine, but it's still a good bit of nostalgia. http://store.steampowered.com/app/317040

Reassembly
This is the game that has kept a certain Games Editor glued to his computer, as it is a little addictive. It has some fantastic vector graphics, and an epic soundtrack, so it's not just a treat for the eyes.

It's a space sandbox game where you build you own ships, and the ship editor is so easy it's laughable (in a nice way!). http://store.steampowered.com/app/329130