GAMING ON LINUX

The tastiest brain candy to relax those tired neurons

LINUX FOR THE WIN!

Liam Dawes is the brains behind www.gamingonlinux.com, the home of Linux gaming on the interweb.

Linux has long been a viable platform for gaming, but it is only now that mainstream gamers are starting to sit up and take notice. Despite what many people may think, the thanks for this shouldn't solely go to Valve for using Linux as the basis of its Steam OS: there's a long history of gaming on the Linux platform.

Id Software was one of the first major names to bring its games to our little platform, starting with Doom and ending with its latest Linux port of Enemy Territory: Quake Wars. Id's involvement doesn't end there though – it also open sourced many of its game engines, which have given rise to some of Linux's best-known first person shooter, such as Xonotic.

Not just Valve

The flow of indie games coming to Linux prompted a leading game store to open up to Linux and push out the Desura Linux client, which was itself open sourced enable others from the community to help out; even though licensing issues meant that the number of contributors never really took off, this was progress.

And we now have Steam, the behemoth of PC gaming. Who would have thought that Valve would bring its AAA games to Linux?

My question to you, readers, is: will Linux ever overtake Apple to become the second biggest desktop operating system? With Steam Machines using the Debian Linux based SteamOS it could finally be a possibility.
Liam Dawes, gamingonlinux.com

0 A.D.

Battle in real time strategy like an Egyptian.

Like an overdue Christmas present the team at Wildfire Games has released the fifteenth alpha version of the epic open-source real time strategy game 0 A.D.

The latest alpha version added some really essential features that were previously missing, including a multi-player lobby, so it should now be a total cinch to find people to play online.

In addition to being easy to play online there is yet another playable civilisation – the Ptolemaic Egyptians – with unique units and gameplay features included for them.

A new army is readying for battle!

0 A.D. aims to be of AAA production quality, which shows in abundance. It was originally closed source, but the team opened it up with the aim of gaining new members, and this strategy has paid off. They have run several successful crowdfunding, and are now using it to fund programmers to make 0 A.D. even better!
http://play0ad.com

THE BATTLE FOR WESNOTH

A seriously slick open-source turn-based strategy.

Cheering the cold, dark winter months considerably, the team behind The Battle for Wesnoth have released a new version of this well known turn-based strategy adventure.

They have further tweaked the UI of the game to make it more playable, including an overhaul of the mouse interaction in the game, and the Khalifate faction, which doesn't use magic, is now playable in more multi-player areas too.

Battle for Wesnoth has some great single-player gameplay alongside online multiplayer too, so you can play your friends across the world. It has

It's like *Game of Thrones* without Sean Bean.

been around a few years now, but that doesn't mean it hasn't aged well! It is updated all the time with new features, tweaks and bugfixes to keep it fresh.

It's currently Stable, meaning game-breaking bugs should be very hard to find, so feel free to really enjoy this one.
www.wesnoth.org

METRO: LAST LIGHT

The most graphically intensive first-person shooter on Linux!

Graphics cards of a nervous disposition, look away now: what we have here is probably the most demanding, hardware-punishing game on Linux. You won't be surprised to learn that it's a first-person shooter, from 4A Games called Metro: Last Light, which promises to simultaneously cooing with delight at its prettiness while screaming with terror when an enemy jumps across your screen.

4A Games is a Ukrainian studio, and Metro: Last Light draws on the the work of Russian novelist Dmitry Glukhovsky, particularly his novel *Metro 2033*. Set in a bleak world that has been ruined by nuclear weapons, the game forces you to rely on your wits as much as brute force, with limited ammunition forcing players to think rather than just run around shooting at things.

While we Linux gamers don't have the prequel game (also called Metro 2033)

We don't care if the future's an apocalyptic wasteland, as long as it looks as nice as this.

just yet, it will hopefully only be a matter of time now that we have 4A Games bringing its catalogue to Linux.
http://store.steampowered.com/app/43160
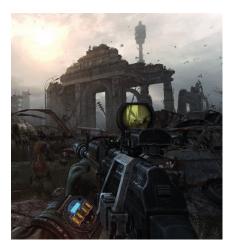
CORSIX-TH

Bullfrog's classic hospital sim brought back to life. Ooh, matron!

Remember Theme Hospital from Bullfrog? Well Corsix-TH is an open source engine for playing the comedy hospital simulation game natively on Linux, and it recently released version 0.3 which further enhances the engine.

While the engine is free, you have to purchase the game assets from a site such as **GOG.com**. This is one of the awesome things about the Linux and open source community – rather than being forgotten, games that we loved when we were younger get revived with brand-new features.

It may be in beta, but Corsix-TH is fully playable and extremely fun.
https://github.com/CorsixTH

OPENMW

Massive open-world RPG engine brings Skyrim predecessor.

The post-Christmas presents haven't stopped yet folks! There's another open source game engine with a brand-new release: this time it's OpenMW, which brings us The Elder Scrolls: Morrowind RPG. This new version includes probably the most important features, including combat AI and spell casting, including visual effects for magic.

Much like Corsix-TH, OpenMW is an open-source engine designed to let you run Morrowind on your favourite open source operating system. It's undergoing heavy development and missing some essential features from the original, but it's well worth keeping an eye on.
https://openmw.org/en