The State of Linux Gaming

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Wannaplay Project

February 10, 2007
SCALE 2007
PC/Linux market

~1B computer owners worldwide*
3% Linux market share**
~30M Linux users (consumer)
1-2M Linux consumers – Kevin Carmony***
8M Ubuntu users – Mark Shuttleworth****

* - Nielsen//Netrankings
** - W3C Browser Statistics
*** - LinuxActionShow interview, Oct 29, 2006
**** - Red Herring interview, Dec 29, 2006
Gaming market

PC Game Revenue*

- 2003: $1.2B
- 2004: $1.1B
- 2005: $953M
- 2006: $970M

* - The NPD Group, POS Data
Linux gamers

How many Linux Gamers are there?

.... ???

There is no real data available

No one knows...
Commercial titles

Quake 4 – id software
Serious Sam 2 (RC2.1) – Croteam
Savage 2: A Tortured Soul – S2 Games
Second Life (Alpha) – Linden Labs

To be released:
Quake Wars: ET – id software
Unreal Tournament 2007 – Epic Games
X3: Reunion – Linux Game Publishing
Indie titles

Tribal Trouble
Dark Horizons: Lore Invasion
Dirk Dashing: Secret Agent!
DropTeam
Vendetta Online
Ancient Empires Lux
Tribal Trouble case study

Tribal Trouble Sales (direct download)
- Windows: 460 (31%)
- OS X: 680 (47%)
- Linux: 160 (11%)
- Undefined: 200 (11%)

Demo Downloads
- Windows: 60,000 (0.8% conversion)
- OS X: 25,000 (2.8% conversion)
- Linux: 15,000 (1.1% conversion)

Source: GameProducers.net
# Open source titles

<table>
<thead>
<tr>
<th>Title</th>
<th>Downloads</th>
<th>% of downloads</th>
</tr>
</thead>
<tbody>
<tr>
<td>ActionCube</td>
<td>2022</td>
<td>27.00%</td>
</tr>
<tr>
<td>Brutal Chess</td>
<td>402</td>
<td>26.00%</td>
</tr>
<tr>
<td>SCOURGE</td>
<td>900</td>
<td>32.00%</td>
</tr>
<tr>
<td>StepMania</td>
<td>2577</td>
<td>5.00%</td>
</tr>
<tr>
<td>BZFlag</td>
<td>15983</td>
<td>13.00%</td>
</tr>
<tr>
<td>Stratagus</td>
<td>2193</td>
<td>49.00%</td>
</tr>
<tr>
<td>Tremulous</td>
<td>52098</td>
<td>16.00%</td>
</tr>
<tr>
<td>Sauerbraten</td>
<td>16301</td>
<td>20.00%</td>
</tr>
</tbody>
</table>

Source: Sourceforge. All numbers stated are Linux downloads.
Windows games

WINE
1589 games in the database – most “garbage”
9 of Top Ten Platinum are games

Codeweaver's CrossOver
480 games listed – most “untested”
Perhaps 50 w/ good playability

Transgaming's Cedega
$5/mo – hundreds of games in db
Very few have playability ratings
Delivery methods

Buy locally
  Few Linux titles
  id, Epic, Bioware

Buy mail order
  More Linux titles
  Running With Scissors, Oddlabs

Purchase and download
  S2 Games, Garage Games
Linux game distros

SuperGamer DVD – PCLOS based
MyahOS – Slackware based
Games Knoppix
OneBase GamesGo
Morphix Game
Gamix – Mandriva Based
Graphics hardware

NVIDIA
Traditional supporter
6 drivers released in 2006
Robust, feature rich for games
  SLI
  OpenGL 4 support
Slight performance decrease
Outdated installer
ATI

Linux support traditionally lacking
... but looking up
12 drivers in 2006
Late to support new cards
Poor performance
Poor advanced features
Community support

LinuxGames.com
LinuxGamingWorld.com
linuX-gamers.net
linuxgamers.net – May 2003
Linux Game Dev Center – June 03
Linux Militia – April 2006
Phoronix.com
HappyPenguin.org
Community issues

Windows advertising
Wiki wiki wiki
Limited resources (per site)
Gaming... but not gaming
No gaming advocates to devs
No “community”
How to gauge success?

# of titles on store shelves?
# of mail order titles available?
# of titles available via download?
# blockbuster titles available?
# of open source titles available?
# of “other” titles run in W/C/C*?

Or any combination thereof?

* - W/C/C = WINE/Cedega/CrossOver
<table>
<thead>
<tr>
<th>Category</th>
<th>Grade</th>
</tr>
</thead>
<tbody>
<tr>
<td>Titles (for purchase)</td>
<td>D+</td>
</tr>
<tr>
<td>Ease of purchase</td>
<td>D</td>
</tr>
<tr>
<td>Titles (open source)</td>
<td>B</td>
</tr>
<tr>
<td>Win on Linux</td>
<td>D</td>
</tr>
<tr>
<td>Graphics Hardware</td>
<td>B+</td>
</tr>
<tr>
<td>Community</td>
<td>C</td>
</tr>
</tbody>
</table>

Report card
Obstacles

Linux users/gamers are freeloaders
   Not so true anymore
No universal installer
   Work in progress
DirectX vs. OpenGL
   DirectX easier to port to consoles
Not enough titles
   Linux penalty
   Late to market
Obstacles

Linux Adoption
Not a large enough market
Perhaps Vista will accelerate
EU legal problems
Indie unfriendly
Piracy protection
Actions

Linux distros
  Implement standard packaging

Game developers
  Embrace OpenGL
  Use cross platform engines

Users
  Support Linux games (buy & donate)

STRONGER COMMUNITY!?!
Introducing...

WANNAPLAY.COM

HARDCORE GAMING...LINUX STYLE!
Mission

Collect and build an all inclusive Linux game database in order to provide an all-in-one gaming site for Linux users.

Evangelize Linux gaming

Collect and build a Linux gaming marketing database. Provide understanding and statistics on the wants of the Linux gaming community to interested developers.
Game database of commercial (to include indie), and open source game titles

- Game stats
- Reviews
- Installation instructions
- Media links
- Knowledge base
A glance oat what is to come...
WANNAPLAY.COM - HARDCORE GAMING...LINUX STYLE!

FEATURE

9:30 PT; November 29, 2006

QUAKE WARS: ENEMY TERRITORY

News of Activision's FPS and what will be shown at E3. Four new exclusive screen shots!

[READ]

SEARCH

keyword

TOP 5

1. SAVAGE
Developer: S2Games
Genre: FPS + Strategy
Rating: 9.6

2. QUAKE 4
Developer: id, Id
Genre: First-Person Shooter
Rating: 9.5

3. DOOM 3
Developer: id, Id
Genre: First-Person Shooter
Rating: 9.0

4. NEVERWINTER NIGHTS
Developer: Arena, Bioware
Genre: Role Playing
Rating: 8.5

5. SERIOUS SAM 2
Developer: Croteam
Genre: First-Person Shooter
Rating: 6.5

LATEST

GAME REVIEW: NEVERWINTER NIGHTS
08:30 PT, December 3, 2006
Neverwinter Nights on Linux, read our review, installation guide, and more. Know the bugs and hurdles before you get too far...

GAME REVIEW: DOOM 3
12:45 PT, December 1, 2006
A complete review on Doom 3 along with the installation guide for Linux and more.

GAME REVIEW: AMERICA'S ARMY
12:30 PT, December 1, 2006
Our review on America's Army, how it's tested on the best computer.

 Done
Neverwinter Nights: Diamond

OVERALL

8.5 GREAT!

Review

By: Atari, BioWare
Genre: Role-Playing
Release Date: Jun 16, 2002
Players: 1 player, online 84

SYSTEM REQUIREMENTS

* Operating System: Linux
* Controls: Keyboard, Mouse
* CPU: 1GHz (Recommended Pentium 4 1.3GHz)
* Memory: 128MB (256 MB Recommended)
* Disk Drive: 3.5GB Free
* DVD-ROM: 3x (Optionally Bootable Without Disk)
* Video: 32MB (64MB Recommended) video card with Hardware T&L Support

NEWS & ANNOUNCEMENTS

BIOWARE UNVEILS TEXAS MMORPG STUDIO
March 13, 2005
Veteran Canadian developer reveals new Austin shop, first entry into massively multiplayer online role-playing game, new round of hiring

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Conclusion

Current Linux gaming lacking but...
LGP porting more titles
id software continuing Linux support
More MMORPGs releasing Linux clients
Vista could create many opportunities
   Additional SE Asia Linux adopters
   Linux more attractive to indie devs
More Linux users not “freeloaders”
Questions?