

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

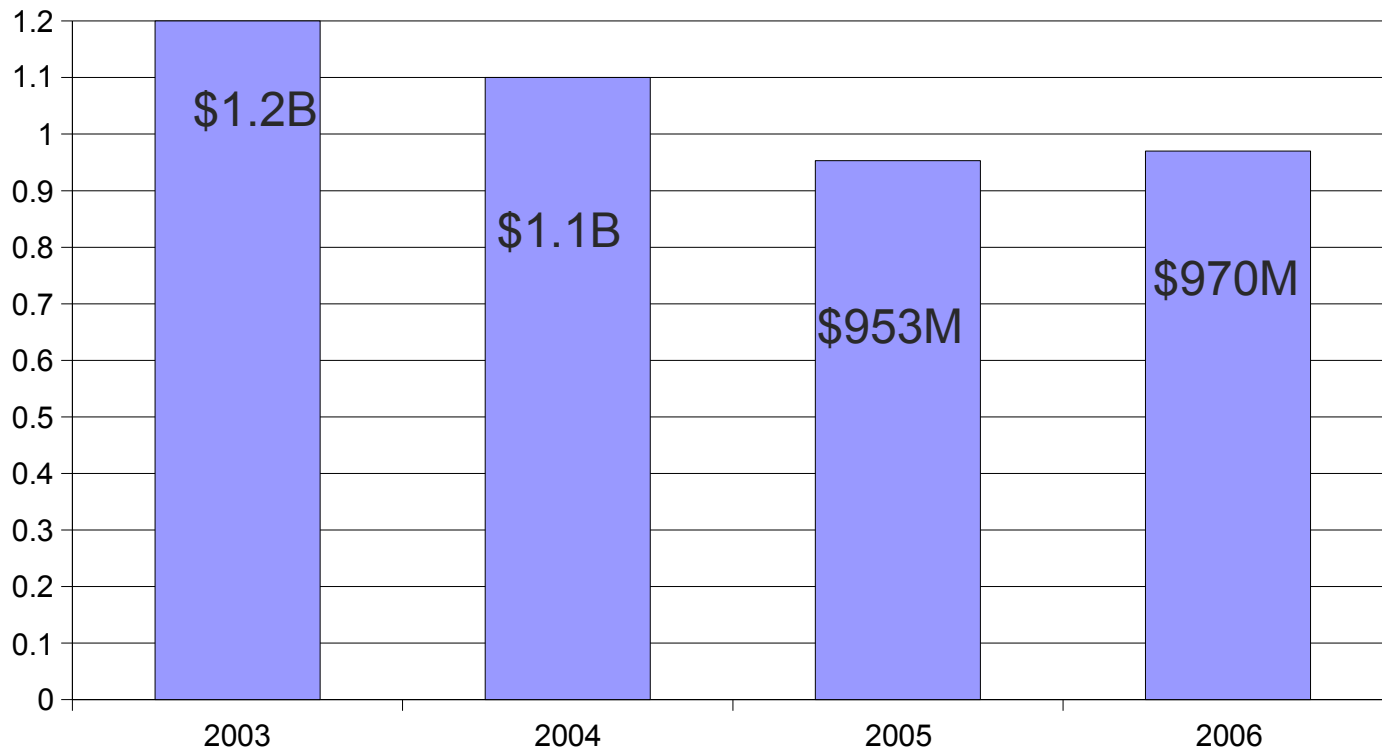
*** - LinuxActionShow interview, Oct 29, 2006

**** - Red Herring interview, Dec 29, 2006



[Gaming market]

PC Game Revenue*



* - 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)

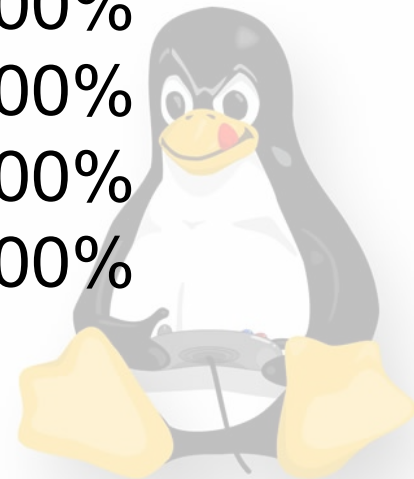
Linux: 15,000 (1.1% conversion)



[Open source titles]



	# Downloads	% of downloads
ActionCube	2022	27.00%
Brutal Chess	402	26.00%
SCOURGE	900	32.00%
StepMania	2577	5.00%
BZFlag	15983	13.00%
Stratagus	2193	49.00%
Tremulous	52098	16.00%
Sauerbraten	16301	20.00%



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



[Graphics hardware (cont)]

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

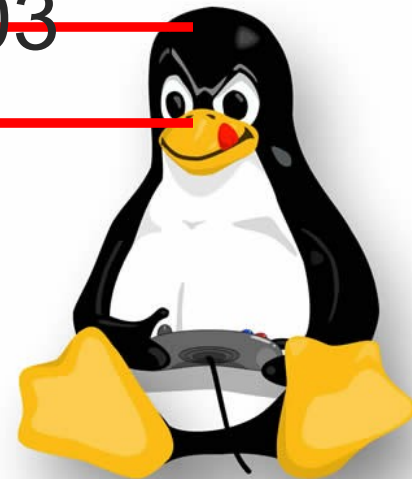
~~linuxgamers.net – May 2003~~

~~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



[Report card

Titles (for purchase)	D+
Ease of purchase	D
Titles (open source)	B
Win on Linux	D
Graphics Hardware	B+
Community	C

C



[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...]



[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.



[Features

Game database of commercial (to include indie), and open source game titles

- Game stats

- Reviews

- Installation instructions

- Media links

- Knowledge base



[Preview



A glance oat what is to come...



ARTICLES | REVIEWS | NEWS | HIGHEST RANKED | NEW GAMES | ABOUT US | CONTACT

WANNAPLAY.COM

HARDCORE GAMING...LINUX STYLE!

BACK  NEXT

Ad 728x90 

FEATURE

9:30 PT; November 29, 2006



QUAKE WARS: ENEMY TERRITORY


News of Activisions FPS and what will be shown in E3. Four new exclusive screen shots!

[READ]

LATEST

[All](#) | [News](#) | [Reviews](#) | [Downloads](#) | [Pictures](#)

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GAME REVIEW: NEVERWINTER NIGHTS
08:30 PT; December 3, 2006
Neverwinter Knights on Linux, read our review, instillation guide, and more. Know the bumps and hurdles before you get too far...
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GAME REVIEW: DOOM 3
12:45 PT; December 1, 2006
A complete review on Doom 3 along with the instillation guide for linux and more.
- 






GAME REVIEW: AMERICA'S ARMY
12:30 PT; December 1, 2006
Our guide on America's Army, from instillation to mastering the best strategies

SEARCH

keyword

TOP 5

[Rating](#) | [Game Download](#) | [Newest](#)

- | | | |
|---|---|-----|
| 1 |  SAVAGE
Developer: S2Games
Genre: FPS + Strategy | 9.6 |
| 2 |  QUAKE 4
Developer: Atari, Id
Genre: First-Person Shooter | 9.5 |
| 3 |  DOOM 3
Developer: Atari, Id
Genre: First-Person Shooter | 9.0 |
| 4 |  NEVERWINTER NIGHTS
Developer: Atari, Bioware
Genre: Role Playing | 8.5 |
| 5 |  SERIOUS SAM 2
Developer: Croteam
Genre: First-Person Shooter | 6.5 |





Neverwinter Nights: Diamond

[Overall](#) | [Reviews](#) | [News](#) | [Images](#) | [Downloads](#) | [Instillation](#) | [Forum](#)

OVERALL



Neverwinter Nights is one of those exceedingly rare games that has a lot to offer virtually everyone, even if they aren't already into RPGs.

[Review](#)

By: [Atari](#), [BioWare](#)
Genre: Role-Playing
Release Date: Jun 16, 2002
Players: 1 player, online 64

8.5
GREAT!

SEARCH

GET IT

AVG: \$15.00



TOT: \$19.99



SYSTEM REQUIREMENTS

Operating System: Linux
Controls: Keyboard, Mouse
CPU: 800MHz (Recommended Pentium 4 1.3GHz)
Memory: 128MB (256MB Recommended)
Disk Drive: 3.85GB Free
DVD-ROM: 8x (Optionally Bootable Without Disk)
Video: 32MB (64MB Recommended) video card with Hardware T&L Support

NEWS & ANNOUNCEMENTS

[BIOWARE UNVEILS TEXAS MMORPG STUDIO](#)

March 13, 2006

Veteran Canadian developer reveals new Austin shop, first entry into massively multiplayer online role-playing game, new round of hiring.

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March 13, 2006

Veteran Canadian developer reveals new Austin shop, first entry into massively multiplayer online role-playing game, new round of hiring.

300x250
advertisement

[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?]

