The bedroom is a mess.

It is a small bedroom with a faded carpet and old wallpaper.
There is a washbasin, a chair with a tatty dressing down slung over it, and a window with the curtains drawn.

Near the exit leading south is a phone.

>

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Near the exit leading south is a phone.

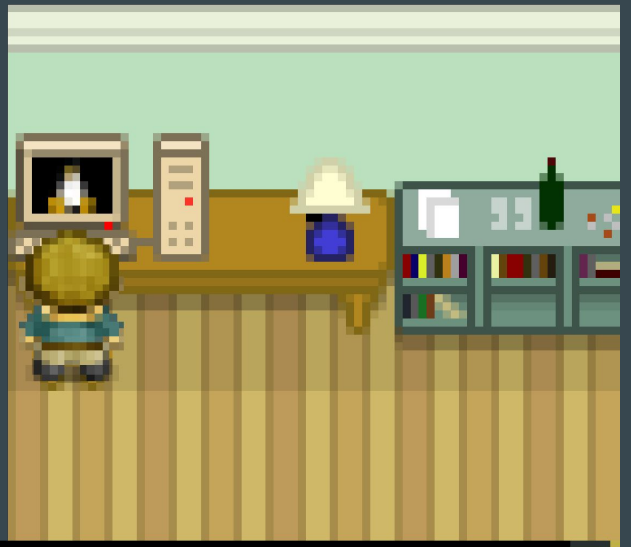
> tidy up

> tidy up

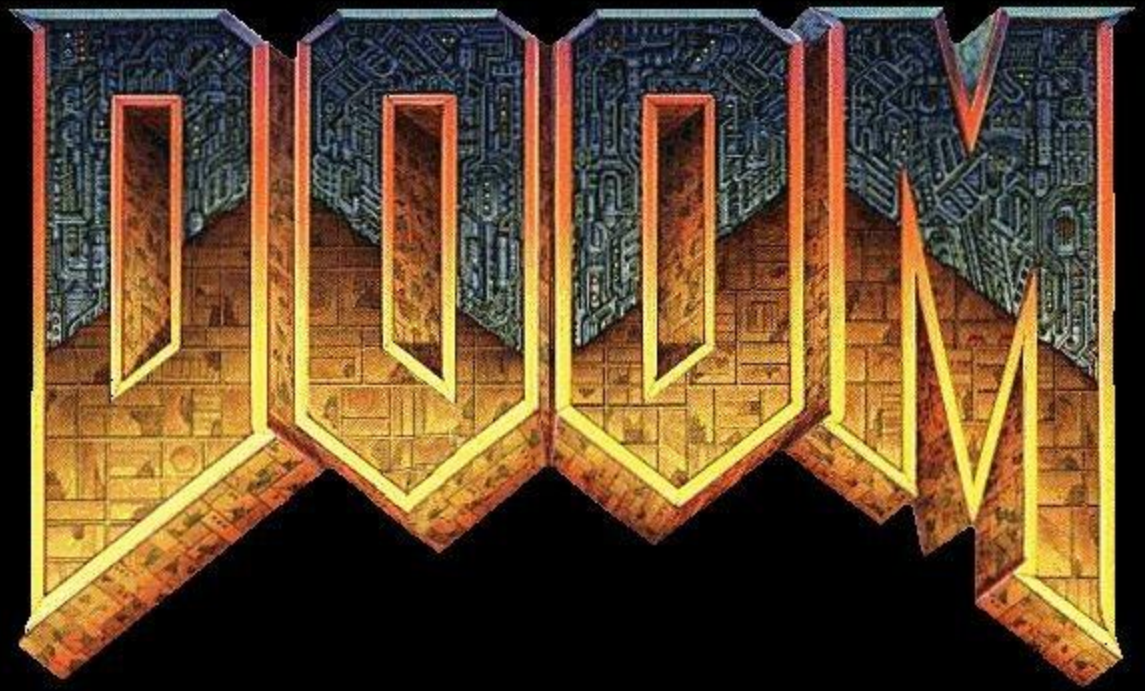
Just as you've got it all slick,
your home is unexpectedly demolished
to make way for a new bypass.

Games

...



History



First came Doom, and Linux users rejoiced…

Then th

But then it died.

Then for about a decade, Linux gaming was at a lull

SteamOS
1900 Games for Linux

So you wanna write a game from scratch?

Rust	Piston
Python	PyGame
C++	SDL
Ruby	Gosu
Lua	Love

That sounds like hell! What if I use an engine?

Torque	MIT
Unity	Proprietary
Unreal Engine	Proprietary
Blender	GPL
PlayCanvas	MIT

Fine, can I just play a game?

THRIVE

Tuxemon

SuperTuxKart

0ad

TrueCraft

Pixel Dungeon

Red Eclipse

SuperTux

Cube 2

PlaneShift

News

CELEBRATING THE NEW GAME ENGINE
SUPER
TUX KART
STK DEVELOPMENT TEAM PRESENTS SUPERTUXKART CELEBRATING THE NEW ENGINE
DIRECTED BY JOERG HENRICHS AND MARIANNE GAGNON ART DIRECTOR JEAN-MANUEL CLEMENÇON
MUSIC BY OZONEONE AND CHRIS LEUTWYLER BUG FIXES DAWID GAN GSOC STUDENTS DANIEL BUTUM AND GLENN DE JONGHE
GSOC STUDENTS SACHITH SENEVIRATNE, CSABA MOLNAR, BART COOLS, NIXT, ROBIN NICOLLET AND LAURI KASANEN
THANKS TO GOOGLE SUMMER OF CODE AND OUR AWESOME COMMUNITY :)
VERSION 0.9
DOWNLOAD AT SUPERTUXKART.NET
GPL V3.0

SHOW US YOUR LOVE AND SUPPORT US!
SUPER
TUX KART
STK DEVELOPMENT TEAM PRESENTS SHOW US YOUR LOVE AND SUPPORT US!
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THANKS TO GOOGLE SUMMER OF CODE AND OUR AWESOME COMMUNITY :)
VERSION 0.9.1
DONATE.SUPERTUXKART.NET
GPL V3.0

Those graphics are too rich for my blood!

NetHack

xBill

LambdaMOO

xConq

Let's Make a Game

```
import bge

controller = bge.logic.getCurrentController()
player = controller.owner

keyboard = bge.logic.keyboard.events
W = keyboard[bge.events.WKEY]
A = keyboard[bge.events.AKEY]
S = keyboard[bge.events.SKEY]
D = keyboard[bge.events.DKEY]

speed = 0.2

if W > 0:
    player.applyMovement((0, speed, 0), True)

if A > 0:
    player.applyMovement((-speed, 0, 0), True)

if S > 0:
    player.applyMovement((0, -speed, 0), True)

if D > 0:
    player.applyMovement((speed, 0, 0), True)
```