Creator:
Judd Vinet

When:
2002

Main use:

KISS principle (keep it simple, stupid)
Minimal breakage with updates, pragmatic
Focus on customizability over
user-friendliness

Size:
Less than 2GiB of storage

Requirements:
Any x86_64-compatible machine with
minimum of 512 MiB RAM, minimum
of 800 MB disc space

Games:
Simulation
Action and adventure
racing
Strategy and more…