

Some thoughts on Linux gaming in 2019, an end of year review

By *Roy Schestowitz*

Created *15/12/2019 - 8:11pm*

Submitted by Roy Schestowitz on Sunday 15th of December 2019 08:11:19 PM Filed under [Gaming](#) [1]



2019 is coming to a close, it's been a pretty wild year for Linux gaming that's for sure! Here's some thoughts on the year and what to expect for 2020.

Firstly, let's look over all the games that came to Linux in 2019. As usual, very little AAA support but that doesn't mean we don't get awesome experiences. We've had a huge amount of quality games, which is the important thing. Not including those currently in Early Access, here's a few random picks we've had released this year for Linux: Abandon Ship, AI War 2, Shadow of the Tomb Raider Definitive Edition, DiRT 4, Total War: THREE KINGDOMS, Sky Racket, Rise to Ruins, Indivisible, Stygian: Reign of the Old Ones, Jenny LeClue - Detectivu, Police Stories, Overland, Devader, Dicey Dungeons, Oxygen Not Included, Streets of Rogue, Mosaic, The Eternal Castle: Remastered, Mindustry, Slay the Spire and so on.

[...]

Sadly, this year we saw a few games drop Linux support entirely with Rust, Natural Selection 2, Forager and Throne of Lies. Not many, but even one dropping support is not good.

However, don't get too down about the above point. There's a huge amount of moving pieces, certainly when it comes to the future of Linux gaming. Right now, if you truly don't care about any details and just want to play games on Linux?you've never had it better. We have Steam Play, enabling Proton (and other tools like Boxtron) to run games through Steam not designed for Linux like Halo: The Master Chief Collection, No Man's Sky, Elite Dangerous, Deep Rock Galactic and plenty more. Wine also came along tremendously and when paired with DXVK/D9VK, even more games can be played easily on Linux like Overwatch.

I don't personally think Steam Play Proton/Wine should ever replace proper support, to make that clear. The last thing we need is more lock-in because developers end up seeing less of a point in using cross-platform tech and open APIs. For now though, while we're a niche, Steam Play Proton and Wine fill a big gap and they're definitely important for

that. Eventually when more people try out Linux and enjoy the experience and the market share rises as a result, then we can look to get proper support from more developers. Until then, be sure you keep supporting those who do put out Linux versions of their games.

We also have the rise of streaming platforms like Google Stadia further taking away barriers to playing bigger titles on Linux. There's also whatever Steam Cloud Gaming turns out to be, that's going to be very exciting to find out more on. Hopefully Valve won't keep us waiting too long on it. Streaming platforms still have a long way to go though, and they have their own barriers of entry (especially internet speeds and bandwidth).

[2]

[Gaming](#)

Source URL: <http://www.tuxmachines.org/node/131751>

Links:

[1] <http://www.tuxmachines.org/taxonomy/term/69>

[2] <https://www.gamingonlinux.com/articles/some-thoughts-on-linux-gaming-in-2019-an-end-of-year-review.15571>