

Introducing the Humble Deteriorating Bundle!

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Created *17/12/2011 - 1:32am*

Submitted by srlinuxx on Saturday 17th of December 2011 01:32:54 AM Filed under [Gaming](#) [1]

I can proudly say I purchased the first Humble Bundle (the "Humble Indie Bundle"), and I can say I'm glad to have not purchased the last seven. Why? I know what you're thinking, "It's a good deal, and it's monetary motivation for developers to port their games to Linux, and remove any pre-existing DRM." Yeah, yeah, but that's nothing compared to the first Humble Bundle.

The first Humble Bundle included games like World of Goo, Aquaria, Gish, Lugaru, Samorost 2 (as a bonus game) and the full 3-D first-person shooter "Penumbra: Overture". And once one million dollars was raised the source code for the game engines for Gish, Penumbra, Lugaru, and Aquaria, was released as Free and Open Source software under the GNU General Public License, however, the art, music, and other creative assets for these games were not included.

World of Goo, Gish, and Penumbra are all very successful indie game titles, however, success isn't the most important thing for these bundles (hence the name "Humble Indie Bundle"), but more often than not quality games become successful games.

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