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[Home](#) > [content](#) > WINE and Linux gaming

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# WINE and Linux gaming

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While many developers are jumping on board with Linux, odds are that porting their old titles is not likely to occur, whether due to cost, resources or perceived lack of interest. This issue can be solved by either 'going native', only running software that is available natively for Linux, or by employing an option such as Wine to get it to run under Linux. Another option includes virtualization, but that is beyond the scope of this article.

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