

Cube 2: Sauerbraten

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Cube was one of the very few FPS games available for linux many years ago. Although it had an active community around it, things didn't go well and Cube was never seriously developed and updated.

Things have now changed and Cube 2 was released a few days ago bringing tons of improvements compared to the original. Is it good enough for the 2013 linux gamer though?

Graphics and Sound

The first thing that a good 2013 fps game should provide is an at least acceptable audiovisual experience. I especially liked the death metal background music that follows the steps of the original game and I was satisfied by the explosion sounds in general. Apart from those I liked nothing else.

There is no different sound when stepping to surfaces of different materials, I almost never heard anyone walking, running or even jumping near me and most guns produce a dull sound when fired.

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