

Leftovers: Gaming

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- [Top 10 Games Released on Linux in 2015](#) [2]

So, while the Steam Machines did not (predictably) manage to get a really good start (I hope Valve learned a thing or two out of that situation), 2015 has been an excellent year for Linux Gaming. We have received numerous ports and a few first-citizen releases as well, and not just indie games this time around. Like all Top 10's, this list is going to be somewhat subjective and maybe your own favourite game is not there, but here goes nonetheless.

- [FNA, the open source reimplementation of Microsoft's XNA first official release](#) [3]

I'm a big fan of FNA, as the quality of the ports made with Ethan Lee's project are really quite awesome. Ethan announced recently that FNA has now had its first official release.

- [Carmageddon: Reincarnation still aiming for a Linux version](#) [4]

The Linux version of Carmageddon: Reincarnation promised during the Kickstarter has been completely MIA for some time, but they say they are still planning to do it.

It's a familiar thing by now, dates slipped for all versions, the Windows version didn't turn out as well as one hoped and the Linux version is waiting for the Windows version to get sorted out. Originally, the Linux version was due around the end of 2013, that's a rather large slip for Stainless Games.

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Links:

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

[2] <http://boilingsteam.com/top-10-games-on-linux-released-in-2015/>

[3] <http://www.gamingonlinux.com/articles/fna-the-open-source-reimplementation-of-microsofts-xna-first-official-release.6429>

[4] <http://www.gamingonlinux.com/articles/carmageddon-reincarnation-still-aiming-for-a-linux-version.6430>