The Importance of Free Software Games

Why we don't like proprietary games..

- DRM is annoying. (I used to go through so many CD drives.) Why force people to be online for single player games?

- Pay to win lootboxes.

- We hate when games get canceled and none of the work the developers did can be reused.

- We miss our community when an online gaming service gets changed or canceled.

- We can't share our mods with everyone, people need a copy of the proprietary game to play them.

- Might not run on our free OS of choice (and even if it does now, it might not later.)

Captain Obvious Solution
Freedom Respecting Software Games with Free Cultural Assets.

- Freedom Respecting Software under a free software license.

- Free Cultural Assets, because the first thing you notice about the game is the art.

https://freedomdefined.org/Definition

Essential freedoms

In order to be recognized as "free" under this definition, a license must grant the following freedoms without limitation:
The freedom to use and perform the work: The licensee must be allowed to make any use, private or public, of the work. For kinds of works where it is relevant, this freedom should include all derived uses ("related rights") such as performing or interpreting the work. There must be no exception regarding, for example, political or religious considerations.

The freedom to study the work and apply the information: The licensee must be allowed to examine the work and to use the knowledge gained from the work in any way. The license may not, for example, restrict "reverse engineering".

The freedom to redistribute copies: Copies may be sold, swapped or given away for free, as part of a larger work, a collection, or independently. There must be no limit on the amount of information that can be copied. There must also not be any limit on who can copy the information or on where the information can be copied.

The freedom to distribute derivative works: In order to give everyone the ability to improve upon a work, the license must not limit the freedom to distribute a modified version (or, for physical works, a work somehow derived from the original), regardless of the intent and purpose of such modifications. However, some restrictions may be applied to protect these essential freedoms or the attribution of authors (see below).i

Gaming? That isn't important is it?

- Get a diverse set of new people involved in free software.

- More game genres for more different systems including card, puzzle, action, rpg, roguelike, strategy, education etc, including hybrids like the ever popular educational-horror game.
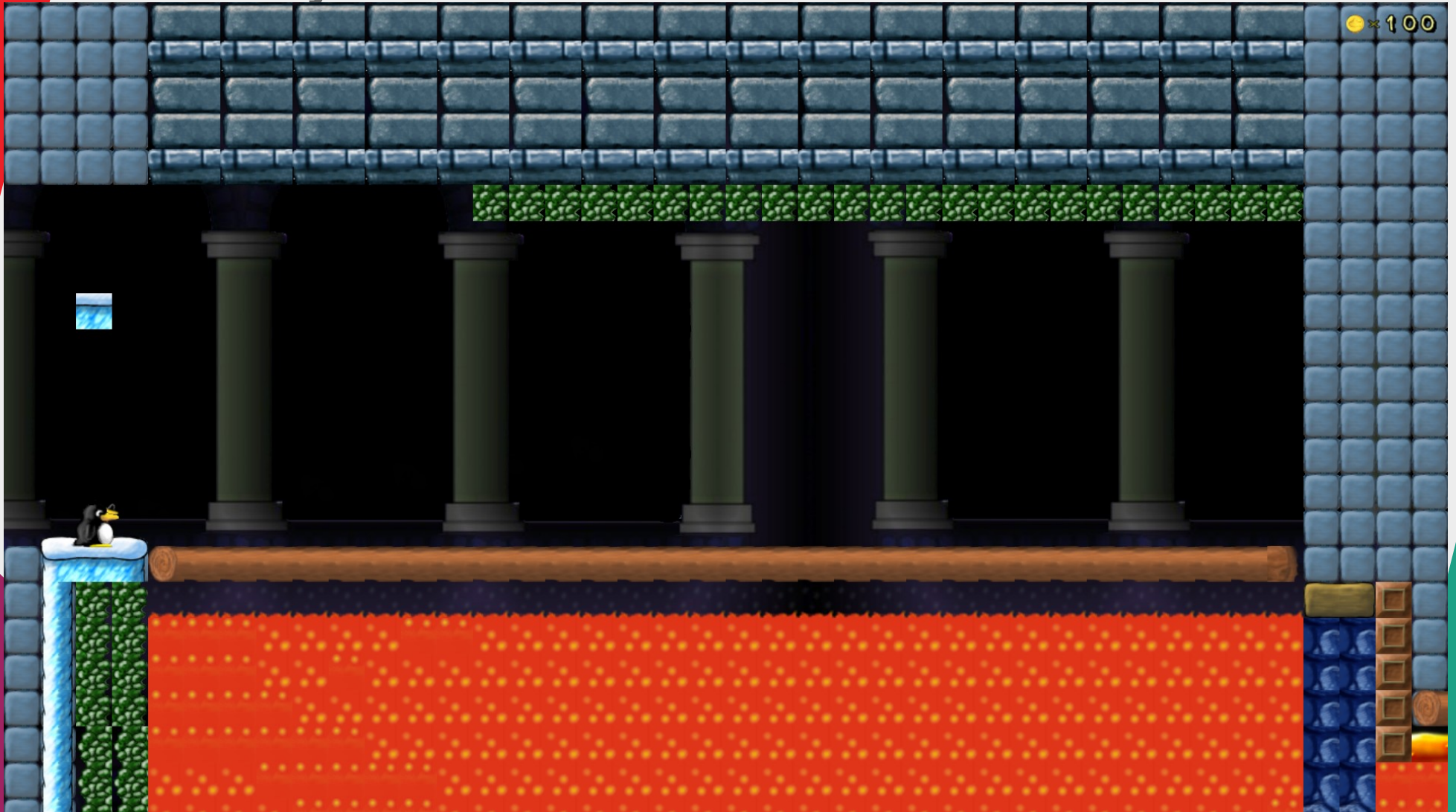
Go from hello world right to committing to the Linux Kernel?

- I don't think so....
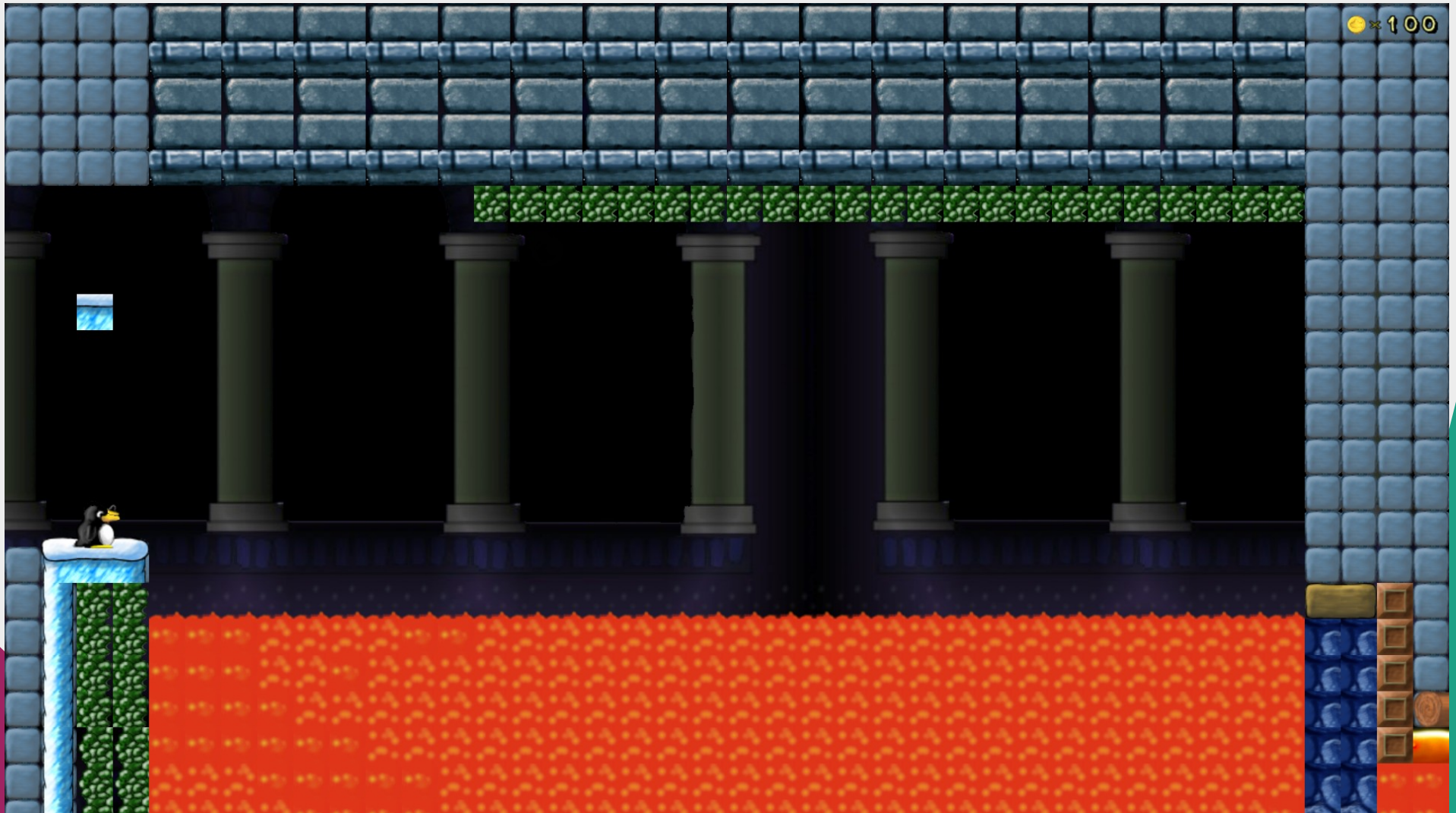
Go from hello world to making or improving a game?

- Totally doable....

FLARE portraits, a good example of asset reuse.

- These awesome portraits came from a free culture game that didn't get completed.

Entire games can be freed!
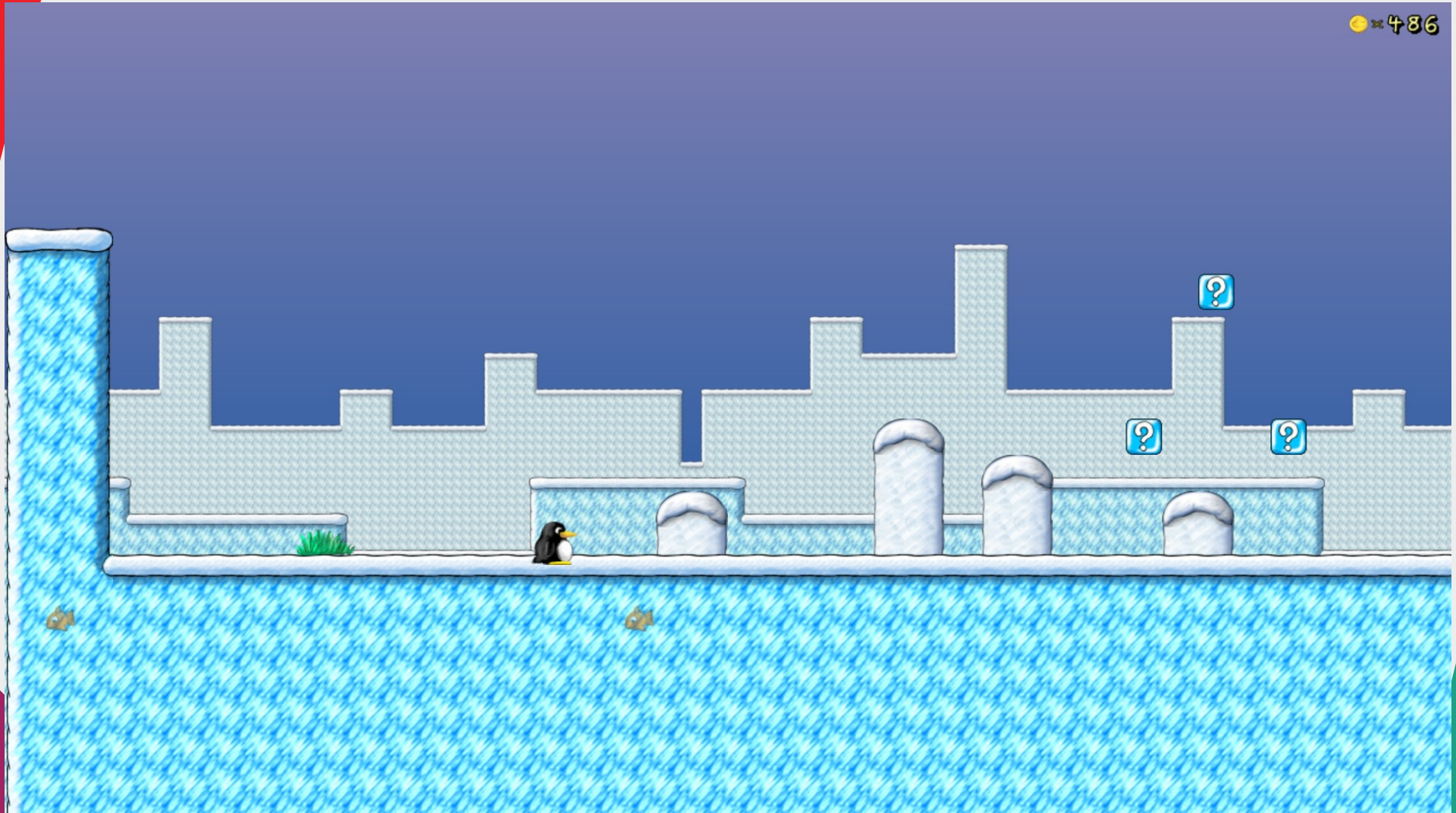## Saga of Ryzom Screenshot

Code reuse example
Crossfire

Code reuse example
Wograld

Artwork Reuse example SuperTux

Artwork Reuse example
Retux

I don't want to become a full time or hobby game developer. How can I help Freedom Respecting Software Games?

- Tell people about Freedom Respecting Software Games with Free Cultural Assets.

- Pay people to work on Freedom Respecting Software Games with Free Cultural Assets.

Let People know the games exist

- Message Forums
- Games Wikis
- Make videos and promote them.
- Real life people you know.

Pay people to work on Free Software Games with Free Cultural Assets

- Many developers already have a patreon account

- Consider paying system admins for server based games.

- Ironically, letting people know about the games is actually more important to achieving critical mass.

- Money isn't evil, but it is useless when you can't buy what you want with it.