

I'm not really surprised (Score:5, Insightful)

by [An Ominous Cow Erred \(28892\)](#) on 0:15 24 January 2002 ([#2892444](#))

At Hyperion, an alternative platform game software porting company I work for, we've produced titles for Linux as well as MacOS and AmigaOS. The Linux versions simply bombed, with the Amiga versions outselling them by a good margin. The *AMIGA* versions! The Amiga market, by a good estimate, is around 100 times smaller than the Linux community.

What we got from Linux users were not sales, but tons of email demanding that we put up the binary executables on an ftp site for free so they could download them and use them with their Windows version of the game. For some reason they just couldn't grasp that it cost us money to both license and port the software, and that we didn't see a red cent for the Windows version they bought. It didn't matter, all they wanted was free beer.

As a Linux enthusiast myself (active in my LUG, promoting Linux wherever I can) it really saddens me that so many users will clamor for Linux games but won't actually pony up the money when they become available. It's very, very depressing.

::goes to cry in his non-free beer::

James Sellman -- Hyperion Entertainment -- <http://www.hyperion-entertainment.com/>