

Geki2 and Geki3 a Xenon 2 Megablast like games for GNU / Linux and FreeBSD

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Do you remember the **old arcade spaceship shooter** *Xenon 2 Megablast*? I do ;) For all those who are too young to remember, here are two screenshots:





Even though **Xenon 2 Megablast** original can now be played using **dosbox** DOS emulator. Its interesting to mention I've found two Linux games that more or less can be qualified to resemble Xenon 2.

The games are **Native Free Software games** and existing in package repositories of most Linux distributions and *BSD port trees.

Geki 2 and **Geki 3** are of a less quality to Xenon but still, the game experience is nice and is among the Arcade shooter games to bring you fun in the boring days if you're on GNU / Linux or FreeBSD Free OS platforms.

Installing Geki2 and Geki3 on Debian and Ubuntu *Linux* is standard with apt:

```
debian:~# apt-get install geki2 geki3
```

...

On *Debian GNU / Linux* , after installed the games would not create **GNOME Applications -> Games ->**

game startup shortcuts, however the game startups will get added in GNOME Applications Menu under:

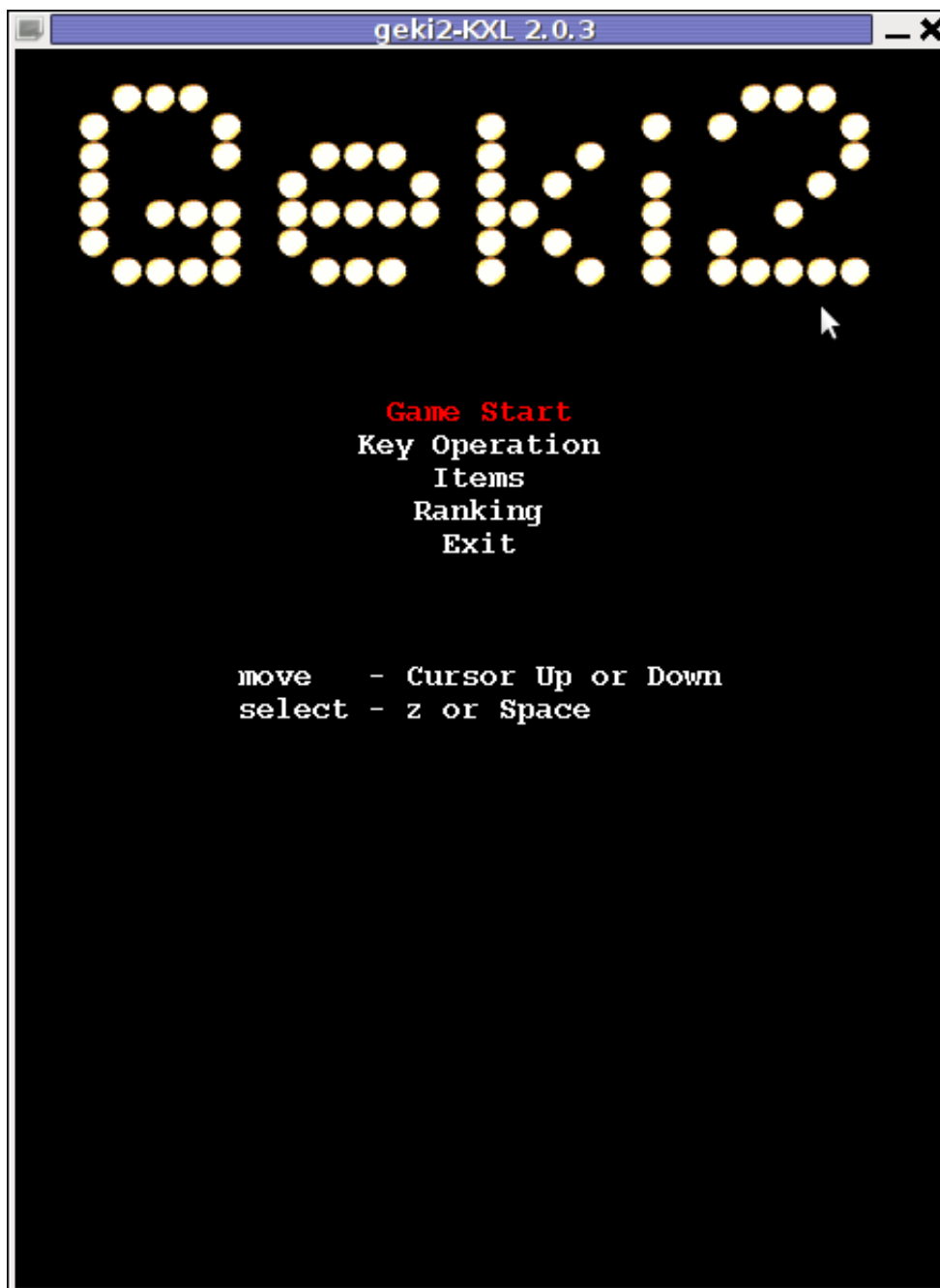
Applications -> Debian -> Games -> Action -> Geki 2

and

Applications -> Debian -> Games -> Action -> Geki 3

The games can be launched also manually with commands:

geki2



or

geki3



Geki 2 is a way closer to Xenon 2 as it has similar look and feel and the same vertical direction the spaceship is navigated.

In **Geki 3** still the *shoot 'em' up* spaceship like arcade is present, however instead of penguin you have to fly a flying penguin, as well as the spaceship move direction is horizontal.

Both the games have the same sound and music effects. The game music and effects are not of top quality but are not bad. In general the games surely gives some of the arcade atmosphere.



Geki 2 Xenon 2 Megablast like on Debian Linux

In the tradition of the arcade games at the end of each level in both games you face the **Level Boss Enemy**, you should destroy.

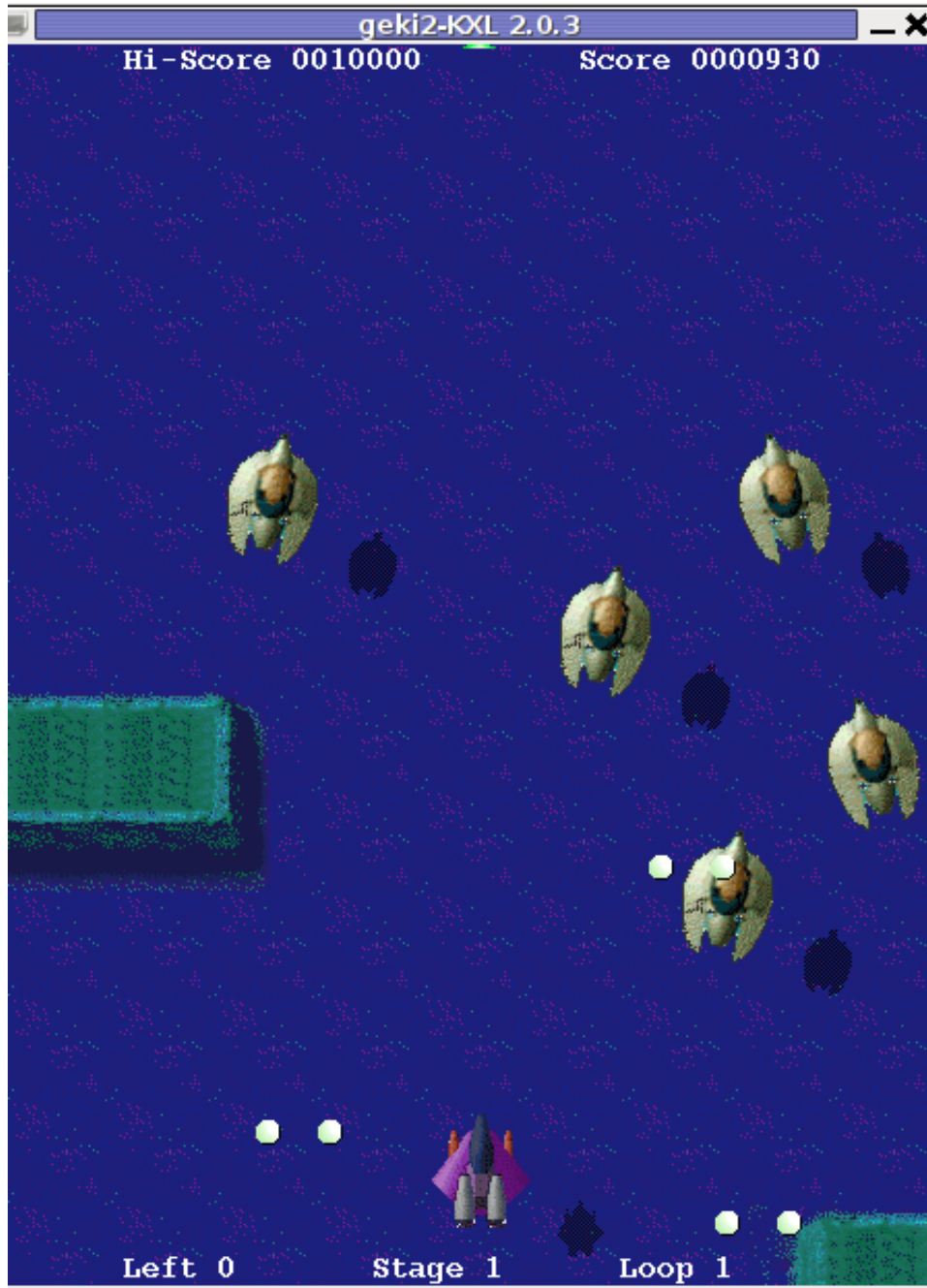


As you can see in below's screenshot the overall graphics of *GEKI 3* is poorer while compared to *GEKI 2*

still *GEKI 2* gamplay is fun and addictive and I would say not less enjoyable than *GEKI 2*.

At times I even think that Geki 3 is more fun because it is more dynamic.

Maybe other reason, why I enjoyed more Geki 3 is also the fact that Geki 2 is a way harder to play. Dying only 3 times in the game you get **GAME OVER** and the next game you're started from the beginning of the same level you died in ...



Something really annoying that affects both the games; there is *no option to play them in Fullscreen mode! ARGH!*

Game controls for *Geki2* and *Geki3* are identical as follows:

- Up - Arrow up key
- Down - Down arrow key
- Right - Right arrow key
- left - Left arrow key
- Shoot - z or Space
- Pause - s

Geki2 and Geki3 are fun and can kill some time, but definitely aren't that (professional) as other spaceship shoot'em'up arcades for Linux and BSD. Games like **Starfighter** , **Critical Mass** or **powermanga** .
Lest that they are two worthy to install and play on your Free Software OS.