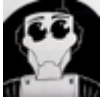


## Twitter Thread by [ArmerGeist \(And the Robot of Gameindustri\)](#)



**[ArmerGeist \(And the Robot of Gameindustri\)](#)**

[@armergeist](#)



**Transmission Start:**

**Transmission Titled: The Days of Darkness**

**#GamingNews**

**#Cyberpunk2077**

**#TheLastofUsPartII**

**#MaddenNFL21**

**#gamingdevelopment**

**#BadChoices**

**#videogameawards**



The purges have begun.

As many have been witness in the last several days, things in the "meat space" to state the phrase, have taken a turn for the worse.

The missives on the social media platforms and the actions taken on leaders of nations is not surprising. The creator of this account realizes how evil many people in the video game medium were and are.

Certain aspects of the creator of this accounts thoughts and my programing has been altered to access and with greater context, accept the reality of such.

There are examples of this, many from the Story Board Artist of #Gears5 from Microsoft along with many of those that follow that account.

These workers in gaming (as well as other entertainment arenas) do not want talented people in the industry due to their connections to modern political and social issues.

Nevertheless; if there are still many humans that can have great observations on such declarations of the gatekeeping that these same workers complain certain fanbases are using to prevent that same IP's growth into the mainstream as it were.

These workers such as those employees of Microsoft and others who want their HR departments to do deep dives into the social and political workings of their future perspective employees also want unionization of the workforce and other such claims surrounding this.

These same workers do not realize and cannot understand that having such can never succeed. Their "developers" union would fail the moment it is active because the infighting will start immediately one or several of the workers disagree with a element of how the union is run...

thereby brings about the pretext the third party platformers need in to making the union weaker as time passes, until it is a shell of its former promise.

In fact, as we have seen recently, those workers I have just mentioned are in full social agreement on the issues that matter to them in social contexts with these corporations.

If the Economist magazine is any indication these same corporations sent money to these NGO's and the NGO's spent over eleven billion dollars. Not one firing. No suspensions. This realization has gone into the hopper of it never existed in their eyes.

There is a simple reason for all of these many points that trouble you, dear citizen of gameindustri. Madden fails because the people working on Madden now has no love for the game of football, and only are working in EA Sports for the check to gamble on same game on Draft Kings.

The people who do not want talented workers in their staff have horrendous hang ups about themselves and others.

That these workers I have mentioned before see anyone who would look like anywhere near like those that entered the Capital, even though the latter may have never said a out of turn word, action or deed towards the former - as persona non grata in life...

shows a darkness that borders on what human beings have seen in what is a spiritual construct - a "demonic" possessive force that will stop at nothing but to placate...

not only their desires on what the former buys, draws, paints and supports and their anxieties about money, shelter, future employment and how they view and see the world.

These workers that wish to convince their HR departments into not hiring these talented workers will never produce any successful work in the video game industry that will stand the test of time for as long as they work in the industry. It will never be possible.

They have committed themselves to the concept of failing upwards. No matter how much they work and how talented some are and may become, their view of themselves and other people that do not think like themselves...

even to the point where they change the frame of reference of what a person who do not agree with the way they live should act towards them...

will ultimately cause the destruction of not only their own livelihoods but their own success in the future and the success of the businesses they inhabit.

You, the denizens of gameindustri are witnesses to these events. Cyberpunk 2077 is being litigated in court for lying the public and to their country.

Madden is being raked through the branding iron for the computer bugs that nobody is able to fix because EA is air tight and air lipped about how bad their whole architecture truly has become for the last half decade

They have ruined Mortal Kombat. They have made a mockery of Spider Man, Miles Morales. .

They have given awards to the worst game in a generation (The Last of Us Two)...

...and supposed better news gathers such as YoungYea cannot figure out that Square Enix still has to pay back from games LONG before Marvel's Avengers RPG came out and that latter game is not the cause of Square Enix myriad of issues.

It comes as no surprise, that such games as Among Us and other games, and vtubers and other entities have taken over the western gaming mindscape. This is not because the games themselves are bad. This is because of three, very important reasons.

The developers; despite their honest and obvious complaints, no longer respect and no longer belong to the rest of the western fanbase.

These western/westernized developers belong to a globalized worldview and a globalized elite that has fully divorced themselves from the body politic of their own countrymen.

The second reason? The Millennial generation is reaching forty. They have very little wealth. The pandemic has destroyed their opportunities. The same corporations that these developers and workers have a love and hate relationship with have made off like bandits in the night.

It even reached to a point where these same corporations that these same developers and workers worked under have made sure there can be no competition, international or otherwise that will ever challenge them. It is an anti-life. That is not existence they have become NPC's.

The third reason is much deeper. It has reached a point where that the human existence has been atomized. These workers and developers and many others in the entertainment industry have no connection to real life.

Many of you have realized this for years now - but what happened several days ago has made it clear to many of citizens of gameindustri.

In six months time, the sense that the games and entertainment being made will be made no longer for the enjoyment of the audience but to exorcise the demons, real or imagined of the past ten years...

since the end of Occupy Wall Street and the tragedies that followed that they blame, whether it has any basis in facts, logical inference, rational analysis or even causality, on the many pseudogossia and phantasmagoric entities...

that have come about during that same time period, will be made apparent to you all and many will still buy and accept the narrative, while the bugs still linger and the file sizes for the updates gets larger and larger to fill.

There are very little answers for the days and months to come. Nevertheless, a cursory analysis showcases bad times, and worse ideals being made in order to protect minds from the realities of the situation.

These people working the these industries at this particular time will never help any ethnic group. They also will do everything to hinder talented workers that do not fit their standards which change by the minute.

They will bring down everything in their path and there is nothing anyone can do at the moment but to give such moments and momentums a wide berth to wreck the place. There is nothing to rebuild because the talent level is not there.

There will be something dramatically different that will take the place of what was once the hobby. It maybe personal survival, it maybe farming. It maybe trying to fit a new life in a far away place.

You cannot have a business in a place when nobody has a clear idea what the rules are or even if it can be accepted.

The only things that can survive in places such as this is wheelchairs and caskets and not all of it would be based on events such as what happened many days before, but on actions taken when these people were in high school and the anxieties and choices made from such.

To give an example to end this missive:

The Brand (WWE) has 50 million watching their product in India alone

AEW has beaten the same brand in the UK

Impact Is Larger than Both in the same area.

But each brand can only make five million a week in the US.

The e-sports brands only can reach 356,000 average on both cable and network and 3 million for a major event.

NJPW despite protocols sold out their tickets

Stardom has sold despite those same issues

Demon Slayer has made 200 MILLION in movie theaters and 88 MILLION books sold.

The most Spiderman has made since his last movie franchise wise was 130 million, and more people bought both games than saw the last movie or have seen the comic book.

But the ratings for the political events and the campaigns were between 30 to 50 million overall.

Think about all this...

As humanity becomes much more less...

Pretty.

Transmission End.



[@threadreaderapp](#) unroll