



Accessing our Nintendo Switch™ Godot Engine™ ports

Hello, I'm Pablo Navarro, the director of RAWRLAB Games.

As you might have heard, we're no longer providing our Nintendo Switch ports for free.

Before we go on explaining what that means, we should clarify that this announcement is not related or endorsed by the Godot Foundation, Godot Board of Directors, or anyone else than the person writing these words: Pablo Navarro, from RAWRLAB Games.

Please remind that English is not my native language, and I'm a programmer. My communication skills are far from perfect, even in Spanish :)

To the point:

From now on, to access our Nintendo Switch ports and its updates we will require you or your company to become a "econtributor".

Godot Engine, as many other FOSS projects, is a "completely free, community-driven open-source project that relies heavily on volunteer contributors". In other words: You, and us, can have it for free because other people put their effort, time and money into making it and giving it away, no strings attached, to everyone else; either if they will just make a small freeware game or a multi-million dollar hit.

The license (MIT) doesn't require giving anything back, but it's very appreciated. But you're definitely not obliged to contribute to it to access it.

That said, the "Godot Engine ports maintained by RAWRLAB Games" will now come with a small difference on its licensing terms:

It's not free for everyone. It's only free for "Godot ecosystem contributors" (econtributors from now on).

This name is pretty subjective, but after some thought I have narrowed a few "direct access" paths that will help you to be considered by us as a econtributor:

- Already being a Godot or a Godot NS/XBOX/PS contributor (having contributed to those repositories).
- Already being a sponsor for FOSS projects related to Godot.
- Employing a Godot contributor.
- Individuals:
 - Having donated to the Godot Foundation at least 100€/€ OR 1€ for each comment that your most successful game in Steam has (whichever is higher).
- Companies:
 - Having donated to the Godot Foundation at least 200€/€ OR 2€ for each comment that your most successful game in Steam has (whichever is higher)



These are direct paths, and complying with one is good enough, but of course there are many other ways to contribute that are not being taken into account here. It doesn't mean they're less important or that we don't care, we just didn't think of them. Don't be afraid to request access if you already consider yourself a contributor to the Godot ecosystem, even if you don't fit the previous cases.

As you can see, those direct access paths can be considered easily unfair or arbitrary, but I would like you to consider them as starting point and part of this short manifesto:

- Please, appreciate what you're given for free, don't complain about what you're missing.
- Please, don't demand free support, new features or improvements.
- Please, be nice to the people that are sharing their work with you.
- Please, try to contribute back, especially if you're actually making profit out of it.
- And, please: don't say we're deceiving you because we propose to commission missing features or newer versions.

One last thing: You will never have to pay us, RAWRLAB Games, to access the community ports we maintain. But we'll be happy to commission game ports, new features, versions or consultation. Our business and leverage is in our services and experience, not in the product.

We also encourage proposing bounties in the repository for your needs, that can be accepted or implemented by other collaborators.

Thank you for your time and attention.

Feel free to reach if you have any questions, suggestions or concerns.

Best regards,
Pablo Navarro

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PS: The same access rules will be applied for the Nintendo Switch 2 ports as soon as they're ready (pretty soon!).

Legal notices:

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Godot Engine is a trademark of Godot Foundation.

RAWRLAB is a trademark of Pablo Antonio Navarro Reyes