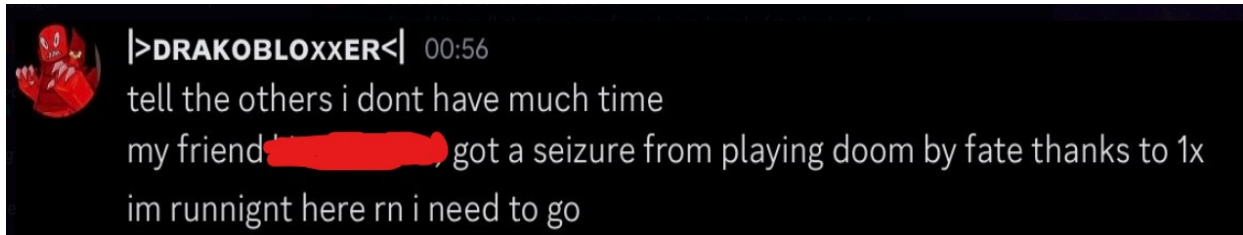
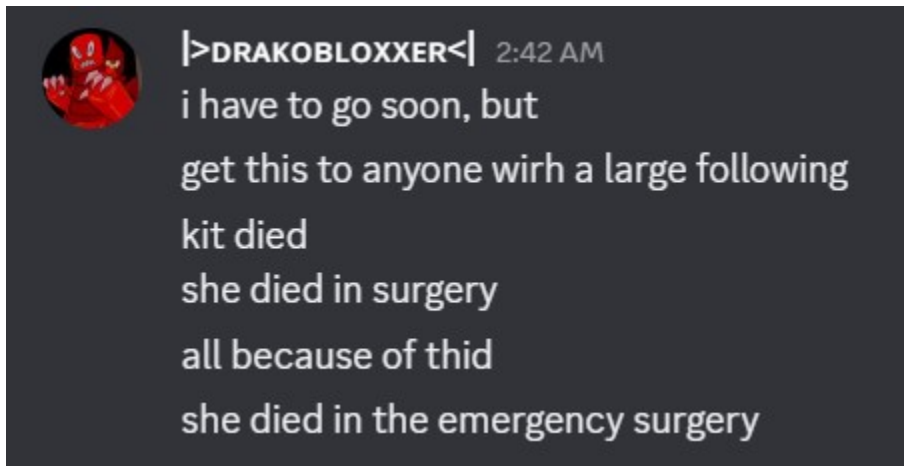


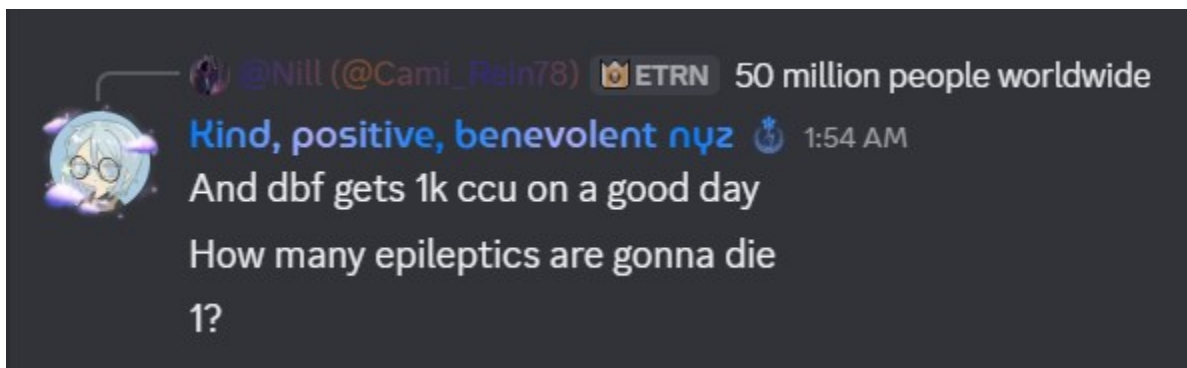
As expected, the release without an epilepsy warning or epilepsy-related settings causes someone with epileptic photosensitivity by the name of Kit to be hospitalized after experiencing a seizure related to 1x's flash effects. This is a completely avoidable scenario that could have been avoided with another delay.



However, we don't get a good ending here. Under 2 hours later, Kit passes away in emergency surgery. Again, this was all because of the negligence shown in the game's update.

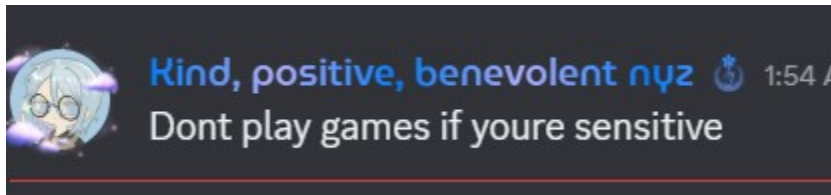


Once word began to spread, the developers and staff responded carelessly and heartlessly to the news and outrage surrounding this. The following is a long list of statements made that either pushes the blame away or blames the victim.

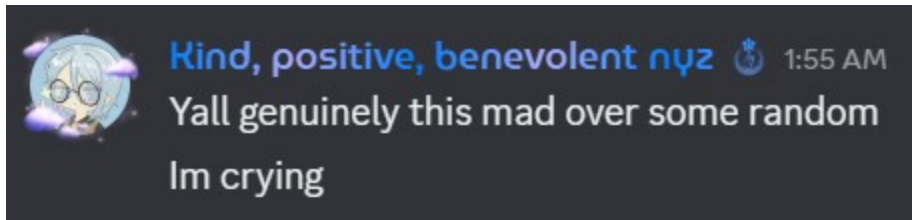


The above doesn't make any sense. You have the well-being of people in your hands,

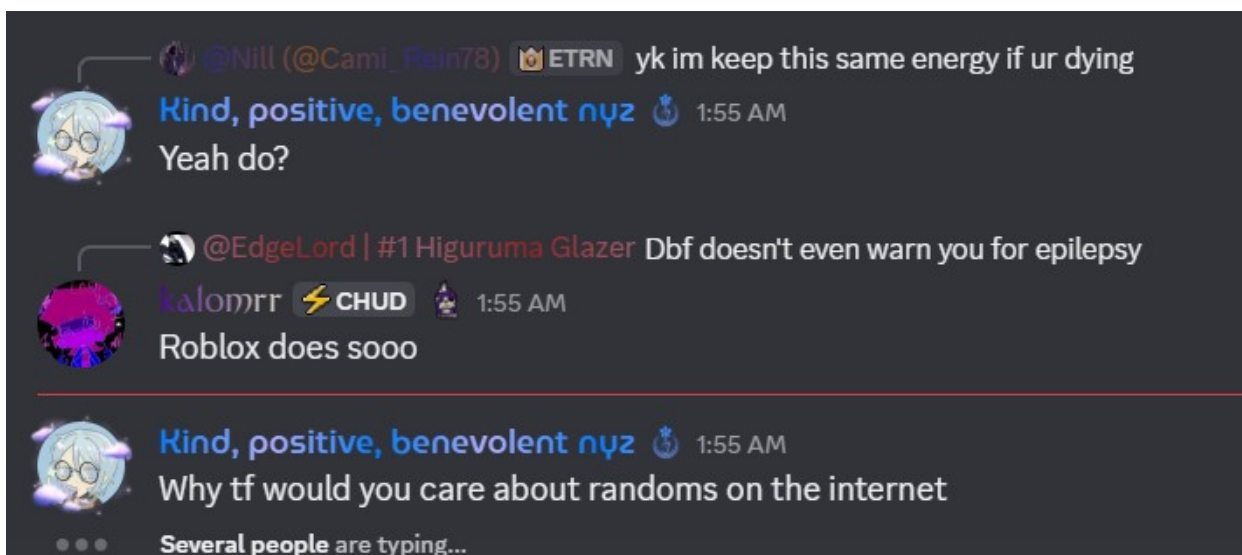
and you choose to make the excuse of the playercount being low? ANYONE dying is a big concern, and you brush it off like one won't affect your public reception.



This also makes no sense. Some people play games because they need an escape from our world that is slowly enshittifying. Some people play games by choice to escape the madness of real life, when the contradiction of this statement lies in how many games exist that have functional (and safe by the way) epilepsy modes. Hell, some games have modes for specific phobias and other such things, and yet you mask your negligence towards your update by “epileptics shouldn’t play videogames!” How fucking ableist of you.

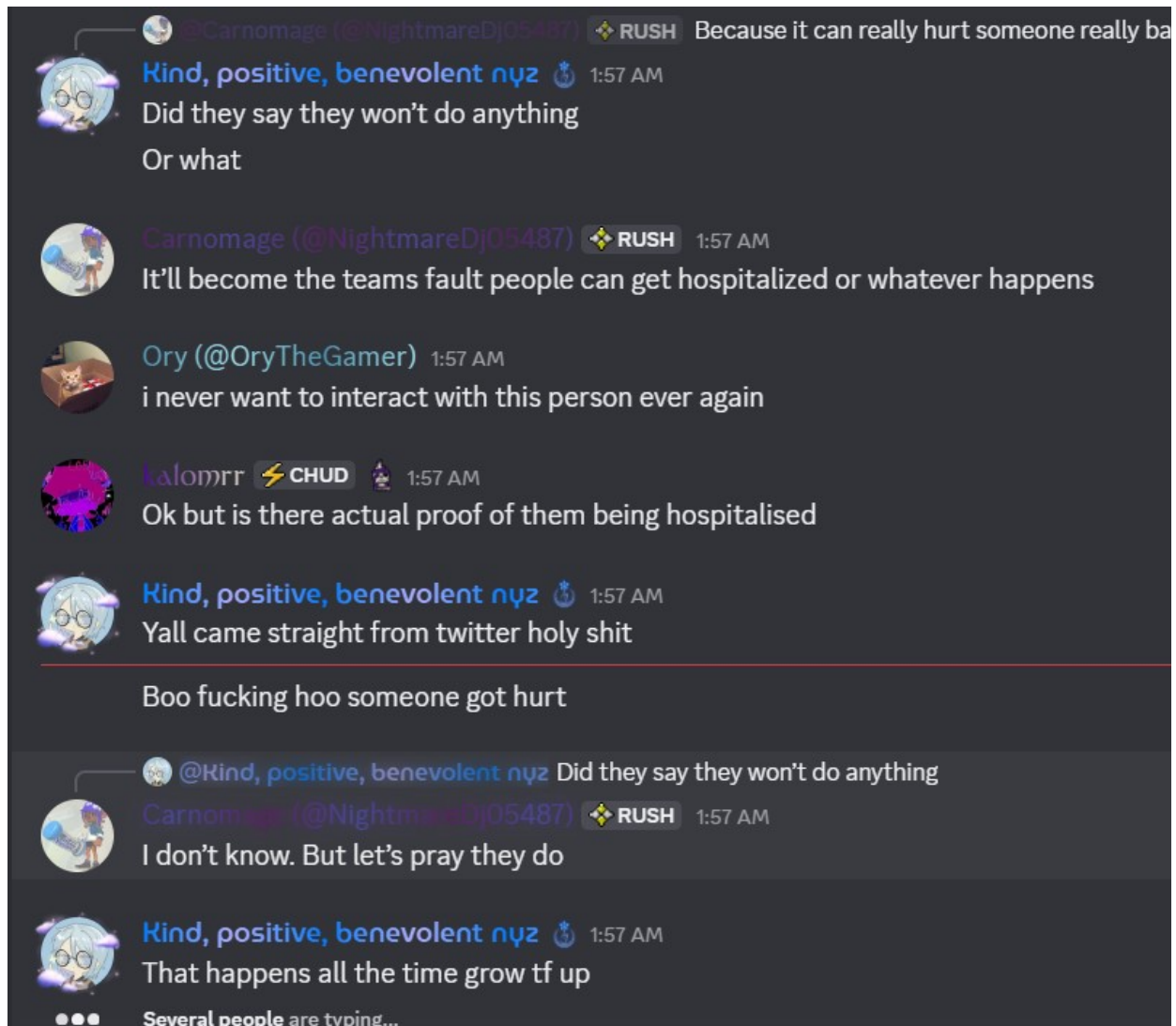


I personally do not know Kit or any of their friends or family, but you don't either. This “random” had a life, friends, and family. Dehumanizing them by calling them a “random” feels like an attempt to say something like “they’re just some GUY, let’s move on now”, which shows later by the way.



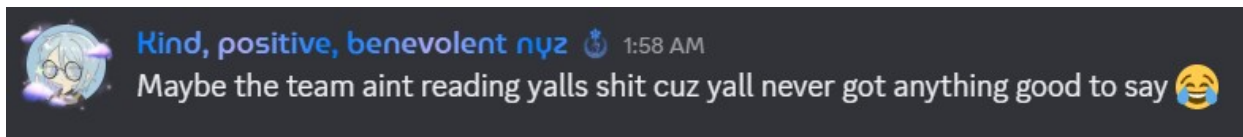
Roblox warning you for epilepsy doesn't matter when it doesn't say it outright in a way that everyone can see, you need to read a specific part of the website. Who the hell is going to clear a metric ton of cobwebs for a basic "Roblox may contain flashing lights"? Therefore it is important for you as a game to have the slightest decency and say you have flashing lights and offer a mode for it.

Unlike videogames with physical media, there is no manual where that's one of the first things it says, so treat your Roblox game like an actual game.

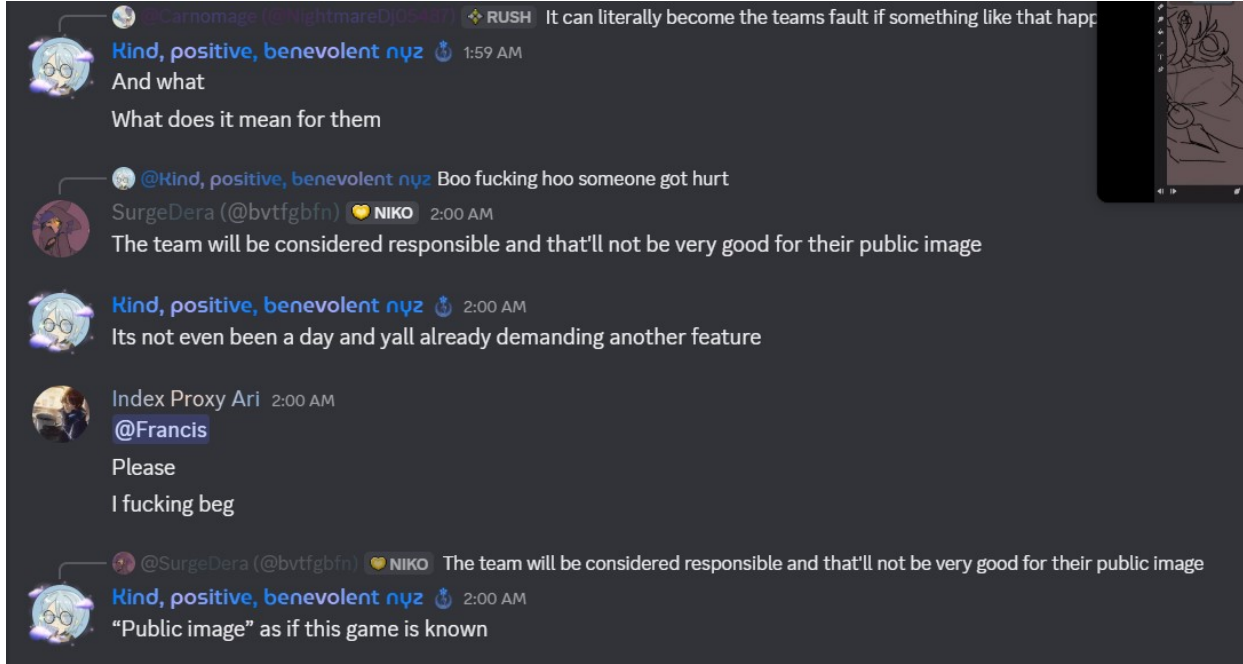


Asking for proof of an epileptic in the hospital is so stupid. "Ah yes, let me try to get a grip with my convulsing uncontrollable body and grab my phone to take a picture of me in the hospital"

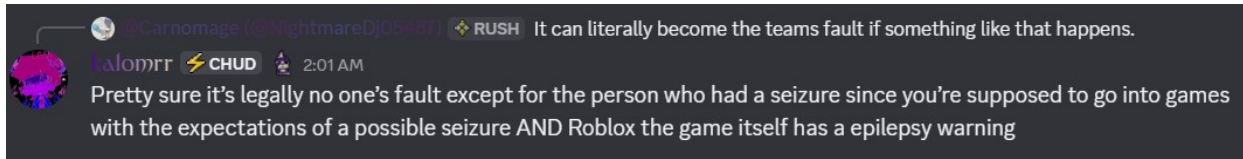
"Boohoo people get hurt it happens all the time grow tf up" only applies if somebody isn't dead. THEY'RE DEAD. THEY DIED. They're not alive to see another day, THEY'RE GONE.



Very careless conclusion they made regarding all of this. This all just boils down to them being careless at this point. It's criticism about how you handled this, especially after somebody DIED. SOMEBODY DIED because of your game, and you don't seem to really care.



Not caring about your public image if anything is probably the worst thing a game developer can say about a game they do not own. You do not speak for them. You are not on their level of authority. You WORK for them. Even if they think the same, this doesn't help your case, either.



Actually, it can legally be your fault. This death falls under negligence, and a negligence ruling can throw out warnings and Terms of Service of most kinds, especially when they're not available for the average person to see. We've seen Roblox get sued over the classic faces already, and those cases threw out Roblox's ToS. So why wouldn't you be legally liable for negligence?



Here, it is shown that Kit clearly knew nothing about the game, having an epilepsy warning and having an epilepsy setting, if not making that the default, should be considered a default setting due to this. The obvious victim-blaming towards Kit is insane.