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Subject: : AmigaOS4

Topic: : Blastaway, a new game for AmigaOS 4 (?)

Re: Blastaway, a new game for AmigaOS 4 (?)

Author: : saimo

Date: : 2019/7/23 8:56:52

URL:

@trixie

Quote:

Well, nobody pushes you into anything of course!

Oh, no problem, I didn't take it that way! Clearly you just want to help and provided an idea. Even if I don't think it's a good idea, it doesn't mean I don't appreciate your effort ;)

Quote:

But think about AmiStore as easy publicity. It's a place where OS4 users will normally look for software, so the very minimum benefit you get is that the users become aware the game exists and can be bought.

The community is so small that it's easy to reach pretty much everybody even without AmiStore.

Quote:

Unless having a game displayed on AmiStore actually costs you money, it can hardly be a disadvantage.

It actually is: it takes time and energies, because it's one more channel to manage, it's one more channel to keep track of, it's a channel I don't have any control over (everything is done via email with the owners), so that I can't easily make changes/updates.

I'm just one person with limited resources, and I prefer to use those for developing rather than managing multiple pages/stores. In fact, I'm using itch.io not only as my only store, but basically also as reference website (this is why all the links on <https://www.retream.com> redirect to <https://retream.itch.io>).