

Path of Exile, Greed and Ego

The Exile's Manifesto



The Acquisition of Grinding Gear Games has been a disaster for the Action RPG Genre.

In a world where corporate greed has become a cancerous force, devouring the soul of the gaming industry, one phenomenon stands out as particularly egregious: acquiring a game solely for its intellectual property (IP) to reap financial rewards through questionable design decisions.

Follow me in this journey where we will explore how the greatest ARPG videogame to ever exist has been tainted and corrupted by Greed and Ego.

The Rise of Path of Exile (2013–2018)

A Quick Recap

When **Path of Exile** officially launched in **October 2013**, it was a rough, unpolished game with clunky mechanics, outdated visuals (by today's standards), and a small but passionate player base. It was a niche title, built by a group of hardcore Action RPG fans who wanted to create the game that Diablo III never was. Unlike mainstream competitors, PoE embraced deep character customization, an intricate economy, and a **ruthless** difficulty curve that rewarded knowledge, skill and uncounted hours of gameplay.

But what the game lacked in polish, it made up for with **innovation and dedication**.

GGG operated on a bold promise: frequent content updates, no pay-to-win mechanics, and a commitment to expanding the game without compromising its **core vision**. But overtime players got addicted to dopamine, loot pinatas and... **speed**.

- Vaal Fireball Elemental (https://www.youtube.com/watch?v=G_8wKNhJmzk)
- Vaal Spark Inquis (<https://www.youtube.com/watch?v=bJxF6mvXCzY>)
- Ele/Cirt Buzzsaw (<https://www.youtube.com/watch?v=urKqKs1HzWo>)
- LightningArrow + Frostwall (<https://www.youtube.com/watch?v=068x2VJJvLQ>)
- COC Discharge (<https://www.youtube.com/watch?v=svrG5W6WtXk>)

Those are just some of the most fun and iconic builds of the past, but all of them had a thing in common, speed, something GGG will grow to be frightened about.

The defining moment came in **August 2017**, with the release of **Fall of Oriath Expansion**. This update **removed the Currel and Merciless difficulty, expanded the story to ten acts, and redefined PoE as a fully-fledged, AAA-worthy title**—all without sacrificing its identity. The game's player base **exploded**, and Grinding Gear Games's future looked bright.

2018: The Beginning of the End



In early 2018, Chris Wilson owned 42.76% of the shares in Grinding Gear Games (<https://archive.is/swyx7>) followed by Brian at 14.42%, Jonathan at 11.08%, Erik at 11.08% and last but not least AC Consulting LLC at 7.5%. This was around Bestiary league (3.2).

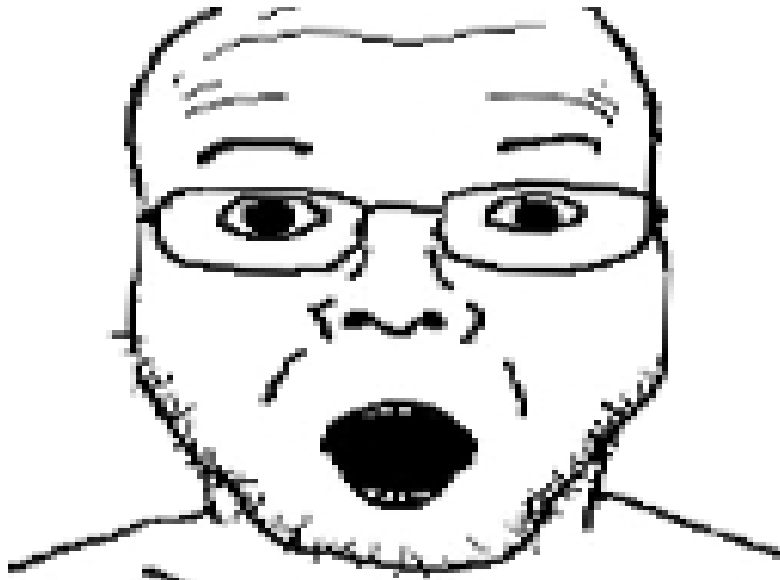
21 May 2018 - Tencent has acquired GGG, roughly 1 month before Incursion League (3.3) obtaining 86.67% of the company's shares.

Many feared that this acquisition would introduce aggressive monetization, dilute the game's core philosophy, and prioritize corporate profits over player experience. But reassurances from Chris that "nothing would change" showed to be true as the following years can be categorized as the Golden Age of Path of Exile where we've had leagues such as Delve, Legion, Blight, Incursion, ****Synthesis**** along many broken and fun builds. Just like the previous years the game had a constant and stable flow of Content from New Bosses, New Atlases, New Lore, New Skill gems, ****Constant**** meta shift almost every one or two leagues.

There have been many nerfs in this period of time, in my opinion many of them healthy and needed for the game such as the Vaal Pact nerf in 3.0, ES/CI Nerf in 3.4, ED/Contagion Nerf in 3.7 and more smaller Nerfs whose purpose was to either balance the game or shift the current game's Meta so it doesn't become stale.

In November 16 2019 at Exile-Con 2019, Path of Exile 2 has been announced.

Path of Exile 2 : One Game, Two Campaigns



As we all remember, I'm sure, Path of Exile 2 was actually revealed as Path of Exile 4.0.

The scope of the **Expansion** was to be a separate set of acts(7 to be precise) alongside the previous 1-10 ones, meant to be an easier introduction to the game for new players, updated engine, graphics and character models, core changes to ascendancies, skill system(sockets).

This sent the community into fucking Nirvana, could you imagine? Having modern graphics while zooming through the mudflats with your 3 quicksilver flasks, Smoke mining and blinking through, New ascendancies to theorycraft with, New gems, NEW skill system!? (No WASD though, as we can see in the reveal, WASD didn't exist at the time, the ranger in the video was moving -> stopping -> firing -> moving).

HOLY-FUCK.jpg

"But the problem is that a sequel would split the communities between two products, it's also hard for a sequel to compete with the amount of content and features that the original game has, so imagine if we released Path of Exile 2 and it was just the bear campaign with none of that extra content, this would be a sad shell of an Action RPG"

(<https://www.youtube.com/watch?v=mcd9BfVw7hQ>) 5:00 +

Yeah.. imagine..

So all good, right?

We're gonna have this turbo fucking expansion that's right around the corner, which is simply a straight upgrade to the current game, removing the pain points while only getting good stuff, right?

At the same time, the extra revenue GGG has found themselves in started to show, we started getting some of the most complex and rich leagues the game has seen such as Harvest, Heist, Expedition. But a rework of the core game required a **fresh start**.

It started with 3.9 (Metamorph) when the Movement Skills were nerfed, Intentional slowdown of the game followed by Stealth Loot Nerfs between Blight and Ritual leagues. Nerfing quicksilver flask %inc movement speed mod.

Another interesting point in time is Archnemesis, 2022-02-04, that changed how powerful rare monsters are and how they drop loot and sought to artificially slow down progression which was not liked by the community at all which resulted in GGG making tweaks and changes that were still bad and ultimately resulted in them removing it.

All these changes, that of course are for the better longevity of the game (said by themselves) started occurring by coincidence, right after they started working on the 4.0 patch and coincidentally right before they announced a BRAND NEW difficulty, called **ruthless**.



1st November 2022

"Ruthless (previously codenamed "Hard Mode") is an additional character creation flag alongside Hardcore and Solo Self-Found that allows you to opt-in to extreme item scarcity and various other changes."

"Ruthless is nostalgic. We picked the name partly because it was what the third of four difficulty levels was called back in closed beta. Aspects like item scarcity and support gems being valuable really feel like the early days of Path of Exile, just without desync."

So... What is ruthless really?



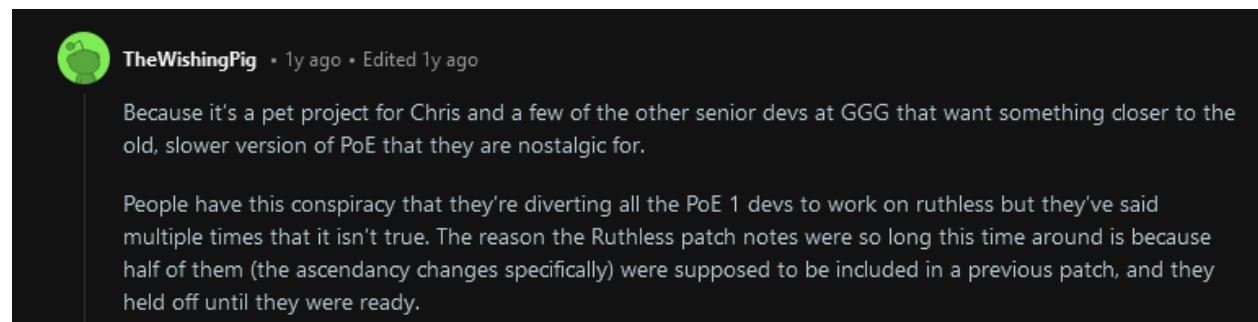
Ruthless is

- A mode about friction, tension and anticipation, quite difficult
- A mode that re-imagines the traditional understanding of Path of Exile's endgame
- A mode where you barely find any items
- A mode where most of the items you find are Normal rarity, you don't see magic items and even fewer Rare items.
- A mode where you find very little crafting currency, where the crafting bench is disabled
- A mode where you do not have movement skills (only a short distance dash)
- What Path of Exile actually should've been according to the Vision.

At the time, Ruthless had a very good reception starting from the Alpha NDA playtests to the official release in December 2022. The Game Mode was designed specifically for players looking for a much more challenging experience without the “bloat” the main game had to offer, or the turbo overcreep the main game had (which seemingly, started to increase exponentially the closer we got to Path of Exile 2... but let’s not get ahead of ourselves just yet)

The project was a success! They got a lot of feedback on how players react to no crafting, no flasks, no zoom zoom movement skills, a new economy based on scarcity and it went under the radar for the rest of the community. Just an innocent side project of someone at the company, some might say a way of them “exploring” how Path of Exile would’ve looked like if it followed The Vision... But as we know, the game doesn’t follow The Vision, the players do not follow The Vision, and the company does not (at the time) follow The Vision because The Vision doesn’t bring massive amounts of revenue.

Even back then in the period of 2021-2022 the company was flourishing, pulling upwards of \$50M in revenue in one year. After all, why would you want to change the magic recipe that works, especially when you have a **Massive Expansion** coming soon.



That is in fact true, they didn’t divert the devs to work on Ruthless, they were diverted to work on the upcoming expansion ofcourse!

Unfortunately, some things started to creak... The quality of leagues released started to decline, long lasting gameplay problems, meta problems went unaddressed, unchanged.

But fear nothing! As the company clarified that, YES, A lot of the pain points of the current game, Melee, Sockets, Labyrinth, Performance, will be fixed in the upcoming expansion 4.0.. I mean in Path of Exile 2! And the previous nerfs? They’re for the longevity of the game.

Path of Exile 2: ExileCon 2023

Separate Games



A Breakdown of Path of Exile 2 and What it Actually is

Exilecon 2023 revealed to us Path of Exile 2, not only that but also clarified that they will be separate games. While Chris has been working on Poe1, Mark and Jonathan and 100 other developers have been hard at work on Poe2 for the past few years.

We've seen a bunch of new cool shit like new zones, act bosses, skills, WASD! Holy crap! A lot of new mobs, new mechanics, monk, druid! Haha the bear rolling was amazing, the graphics look top tier!

The boss fights looked super cool and interactive, a well deserved upgrade over the bland PoE1 acts. All the bosses that were showcased had unique abilities.

The combat was totally different aswell, going more in the direction of combo skills and management.

With future knowledge I think it's fair to say that what we've seen were zones, bosses, from the first 3 acts of the game, I think there was something from Act4 shown aswell.

After the reveal a bunch of Q&A's ensued, they talked about lots of new mechanics, the act bosses, new ascendancies, new interactions, the usual stuff that we've seen and been teased about building up to this.

Wh-What? W-What's that? E-Endgame? Uhm, no, now that you mention that.. almost all of the questions regarding the endgame were left unanswered or if an answer was given it was "We're not sure yet" "We haven't worked that out yet" "It needs a bit of tweaking so we can't reveal it yet".

AH! That's it! They actually have a endgame thing going on but it's not yet set in stone so they can't really talk about it. HEY! Stop asking about that, are you a hater? Look at all the cool shit revealed dude! Stop being such a doomer, brooo, we're getting a druid bear rolling in town XD

And on top of that, do you seriously think they wouldn't have an endgame? Duuude they've been working on this for the past 5~ years, ofcourse they worked on everything, also Trials of Ancestors, the upcoming league will probably be the last league, the casters said so themselves, they probably have insider info. The game looks super good, and they're holding off the rest of the acts for the actual launch. Man it's gonna be crazy!

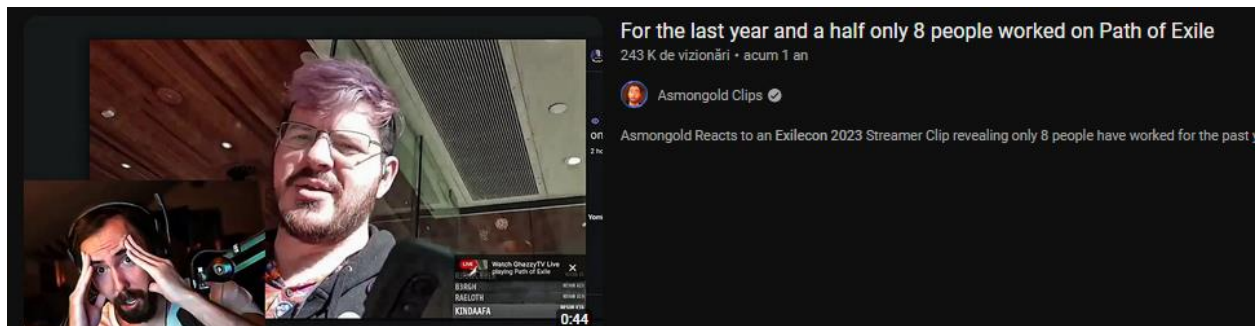
And so, little Timmy fell for one of many bullshitteries to come.

HEY! W-What about those changes that were supposed to be implemented i-

December 6th 2024

Path of Exile 2: Early Access

| Challenge League ↕ | Release Date ↕ | End Date ↕ | Total Weeks ↕ |
|--------------------|-----------------------|------------------------|---------------|
| Settlers league | 2024-07-26 6:00:00 PM | | |
| Necropolis league | 2024-03-29 6:00:00 PM | 2024-07-23 10:00:00 PM | 16.5714 |
| Affliction league | 2023-12-08 7:00:00 PM | 2024-03-26 9:00:00 PM | 15.5714 |
| Ancestor league | 2023-08-18 8:00:00 PM | 2023-12-05 9:00:00 PM | 15.5714 |
| Crucible league | 2023-04-07 8:00:00 PM | 2023-08-15 10:00:00 PM | 18.5714 |
| Sanctum league | 2022-12-09 7:00:00 PM | 2023-04-04 9:00:00 PM | 16.5714 |
| Kalandra league | 2022-08-19 8:00:00 PM | 2022-12-06 8:00:00 PM | 15.5714 |
| Sentinel league | 2022-05-13 8:00:00 PM | 2022-08-16 10:00:00 PM | 13.5714 |
| Archnemesis league | 2022-02-04 8:00:00 PM | 2022-05-10 10:00:00 PM | 13.5714 |
| Scourge league | 2021-10-22 7:00:00 PM | 2022-02-01 9:00:00 PM | 14.5714 |
| Expedition league | 2021-07-23 8:00:00 PM | 2021-10-18 9:00:00 PM | 12.4286 |



Whoa! Whoa! Holy shit, slow down, we didn't even talk about the actual PoE2 livestream dude, they revealed that they focused all the developers, the PoE2 developers, on making the endgame for PoE2, see? I told you.. So fucking what that you had a handful of people working on leagues for the past year and a half? (2023-2=2021, coincidentally).

On top of that we have a **INFINITE Atlas** !

It has like, a bunch of waystones and there's these towers that kinda look like sextants only that it seems like they have only what was bad about them? And and there's these gates dude, you open them to go fight breach bosses, and theres random bosses, usually 1 out of 4 maps contains a map boss. But the towers dude, you find them randomly and when you find them, you kinda have to stop and think how you're gonna path to them because you wanna socket those things in them that buff all the maps around them but if you progress towards them unoptimally you lose potential maps to run and that's even more important if you find like 2 or 3 of them next to each other and –

Now that we're up to speed, let's talk about it.

Path of Exile 2 is Bad.

The skill tree has been lobotomized, every god damn fucking unique, everything has to have a drawback, less attack speed, less cast speed. And the most insidious of them all?

The **Artificial** slowing of gameplay, huge fucking zones for no reason, you are purposefully slowed down pointlessly, it's such a hilarious waste of time that it almost feels unreal. Nothing has a purpose.

"Hurr Durr we have waypoints!" That's a band-aid for the tumor that's growing underneath.

There has been a sickening campaign of purposely overcreeping the game starting around 2022, that's when they decided to split the games totally only to be insanely exacerbated in the past year leading up to the launch of the Early Access.

That's why we have the same meta, that's why we have the same problems, that's why we have had low effort low quality leagues. You will feel burnt out, you will feel like the power creep in PoE1 is out of control and you will feel like there's nothing that can be done about it!

But fear not, PoE2 is here to save the day, it's the reset! The holy reset people have been craving for, have you seen the numbers? The Vision won, The Vision made more than \$30M in the first month of the game and it's well oiled now.

It's evident that from 2023 to 2024 they had to cut corners to even have an endgame for the launch, that's when they pulled everyone from poe1, Jonathan said so himself, not only that but all the fake promises have fallen apart, the mask is falling off.

Remember what they promised and what they took away from you

"If we didn't have leagues we would have dropped down to below 10 thousand players over time and have no way of really getting anyone back"

"The development of Path of Exile 2 will not affect Path of Exile 1"

All the problems you bitch about and complain in PoE1? They will be fixed in PoE2 😊

Following exilecon2019 and 2023, something weird started to happen, people started to shill, and shill hard!

"Oh. My. God. This is everything I ever wished for in an ARPG!"

Content creators started flocking in, all of a sudden everyone was a Path of Exile God, everyone knew everything, you have people that you **never** heard of before rising to the top, starting to have a say in the community, the community that they weren't a part of to begin with a short while ago? Hah! Lies, Lies, Lies everywhere. Early Access! They said, early access with no updates, 2 months already and they haven't even started working on 0.2.

Don't get it twisted, faces of the community, streamers, content creators, all have a seal on their mouth since they took the GGG Bribe. Nobody wants to say the wrong thing or anger the wrong person by being "negative" and potentially having the overlords alienate them... It's ok.. they're cooking, let them cook for a while longer.. it's early access afterall, no pressure.. that's why they had to purposely kill PoE1.

Heh, you might forget.. you might be intentionally fogged, but do you remember? Do you remember that feeling at launch, as soon as you stated your opinion that you personally, simply, do not have fun, do not enjoy the game, you were labeled as "toxic" and "childish". It's the same with every PoE1 league, people that know what they're doing progress fast and instantly discover the bugs, unoptimizations and plain bad decisions, they point them out and are being told to shut up, not only that but as far as being censored, because the general sheep conscience hasn't caught up to it yet, once it does.. then.. uuh.. we just need to let them cook.

Oh, you bought supporter packs thinking you're supporting the upgrade of your favorite game? SIKE! Uhm... uh you'll get the next PoE1 league after we sort out the better game, aight?

Piecing Everything Together



Starting ~2022 there has been a demoralization campaign, purposely lowering the quality and time spent of creating new PoE1 leagues, getting ready for the upcoming new game release. You can forget bout New Endgame or New anything in PoE1, it'll be in a coma in a year or less. I would love to be proven wrong but I know I wont be.

A lot of people enjoyed eating bread and took the Bribe, they end up shilling constantly and if they're smart, stay silent in times of storm or vehemently continue with the toxic positivity, or simply refuse to acknowledge any of the things that happened in the past, don't get me wrong, they would looove for you to forget everything that was said and done.

And the new frogs? Of course they love PoE2, because it's their first time playing Path of Exile! Wonder how many of them will be left or come back in a few months.

Path of Exile is **THE** best ARPG ever made, and it was killed on purpose for the sake of greed and ego...

B-But what about Ego? We talked about Greed, Lies, Shilling, Censoring, False Realities they try to create in order to sell a product..

W-Whait, w-where is Chris?

Probably not at GGG since last year, probably left, probably fired? Who knows!? Point is, no one is working on PoE1 anymore, Jonathan is one of the 5(?) directors left, if we take Chris out that's 4, 3 of them being from tencent.

So the reality is this: Jonathan is in charge, he doesn't care about the state of PoE1 at all, Mark doesn't have a say in anything since he's not a Director. PoE2 is Jonathan's way of proving himself with The Vision, making PoE2 better than PoE1 at all costs.

Thanks for the money, no refunds.