

# Horizon Zero - List of famous videogames post-Great Reset

This is a list of video games that for some reason became even more popular or started to become more popular post-Great Reset. This list also includes the affected ones.



## Pizza Tower

Pizza Tower is a 2023 platform video game created by indie developer Tour De Pizza. It follows a pizza chef, Peppino Spaghetti, who must climb a tower to prevent the destruction of his pizzeria. Across 20 side-scrolling levels, he collects collectibles and defeats enemies to create combos. At the end of each level, the player triggers an escape sequence known as "Pizza Time" and must return to the beginning within a time limit. Pizza Tower features no health or lives, and its difficulty depends on what the player chooses to accomplish.

This video game became a popular phenomenon amongst the population of the 2nd Italian Republic, so much so that the U.N.O.W declared it a non-physical cultural heritage. The game was planned to arrive on the Nintendo Switch platform, but due to the global cataclysm of the Great Reset, its official "port" would be delayed until further notice, which allowed it to receive small updates from its developer, Tour de Pizza. The game is expected to receive a major update focusing on one of its characters, Vigilante, making him a playable character, but the date has yet to be announced.

“At least we have Scoutdigo for the meantime.” - Long time player



## Minecraft

Minecraft is an open-world sandbox video game originally created by Swedish developer Markus Persson (commonly known as "Notch"), who later created Mojang Studios (now part of Microsoft). It is programmed in the Java programming language for the Java Edition version and later developed in C++ for the Bedrock Edition version. It was released on May 17, 2009, and after numerous changes, its first stable version "1.0" was released on November 18, 2011.

On July 29, 2024, Minecraft would be severely affected, since when the Great Reset occurred, its entire development team at Mojang Studios would disappear out of nowhere, leaving the main headquarters empty and with the source code inside. This would lead to the development of Minecraft to stop abruptly until new developers were found; this however did not stop the game from being played, of course on the legal and legitimate side. Every player who owned a legal copy of the game would be affected as Mojang's servers would crash, leaving millions locked out of their accounts. Piracy would play a major role and skyrocketed, as with the Great Reset, thousands of cracked servers and launchers would rise to fame and this would keep the game alive; several famous servers such as Hypixel and others would be affected as the number of legitimate players would decrease.

As of today (2040), game development is still ongoing but at a slow pace, and the use of legitimate accounts is lower than ever, as illegal copies of the game are now the main thing keeping the game alive. What used to be large servers like Hypixel barely reach 29 players daily, while a cracked server reaches 900 players daily.



## **Cities: Skylines II**

Cities: Skylines II is a city-building simulation video game produced by Colossal Order and published by Paradox Interactive, announced on March 6, 2023 and released on October 24 of the same year on PC. On the other hand, on consoles, after a first delay to spring 2024, it was delayed again with a possibility of release in October 2024, which would never occur.

When the Great Reset had happened, Paradox Interactive and Colossal Order would disappear out of nowhere, leaving their headquarters empty. When this happened, the development of the sequel to Cities: Skylines, Cities: Skylines 2 would abruptly come to a halt, leaving its development in a state of a development hiatus. It would not be by its community and the mods that would keep the game alive, adding more unofficial content to the game by providing copies (full game mods) for only those who have a legitimate copy of the game through verification methods, such as Discord verifying; this alone created several communities dedicated to that. Today (2040), the official development of Cities: Skylines II remains without progress, with its community keeping the game alive by means of modding until something is done about it.

“Of course no one would forget how buggy and resource-demanding the game was, even after Paradox and Colossal vanished. I will never forget how many bugs happened during 1 session.” - Some gamer

“Let’s just wait until a low resource PC friendly mod is released; I don’t care if it is buggy, I want to play it.” - dipshit489

“Thought this was another excuse to delay updates to this buggy crap, but oh man i did not expect them to vanish out of thin air.” - A concerned gamer

“Just 1 more lane bro. Use anarchy, that’ll fix it.” - A redditor