Jobs v work

ow, at this point you may be thinking, aren't video games supposed to be fun? Even Mackenzie admitted to me that there were times in his longer

... to mre them."

playthroughs of *Factorio* when opening the game gave him a "showing-up-to-the-office feeling". When I asked Kovařík about this, he brought up *Euro Truck Simulator*, a wilfully mundane game about hauling cargo. The developers, who are friends of his, once told him that many of their

most enthusiastic players are... truckers. Truckers who spend their time off from their trucking jobs pretending to do more trucking. Kovařík used this to illustrate the point that a lot of people actually enjoy the work they do. They just don't always enjoy their jobs that much, because of all the

I've been suck plenty of vide before, but fe so completely my conscious

things that get in the way of the work.

This was exactly how Kovařík ended up making

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