Garry’s Mod is taking down decades of Nintendo-related add-ons



The popular physics sandbox game *Garry’s Mod* is pulling all of its Nintendo-related add-ons following copyright takedown requests from the gaming giant. On Wednesday, the developers of *Garry’s Mod* made a post on Steam saying users “may have noticed that certain Nintendo related workshop items have recently been taken down,” adding that “this is not a mistake,” as the takedowns came from Nintendo.

“Honestly, this is fair enough. This is Nintendo’s content and what they allow and don’t allow is up to them,” the post reads. “They don’t want you playing with that stuff in Garry’s Mod – that’s their decision, we have to respect that and take down as much as we can. This is an ongoing process, as we have 20 years of uploads to go through.”

Garry’s Mod began removing Nintendo-related content earlier this year, but some users believed these requests were from a copyright troll rather than from Nintendo itself. After

looking into this most recent round of copyright takedowns, *Garry's Mod* creator Garry Newman confirmed on X that he has "been assured" the takedown requests are "legit."

The takedown requests mean *Garry's Mod* will have to remove a huge swath of Nintendo-related maps and other items. Over the years, player-made content on *Garry's Mod* has allowed players to do things like turn *Super Mario 64* into a first-person shooter or even explore Hyrule as Link. Since there is just so much Nintendo-related content on *Garry's Mod*, developers are asking the community to remove any infringing work they've uploaded. *The Verge* reached out to Nintendo with a request for comment but didn't immediately hear back.

https://www.theverge.com/2024/4/25/24140246/garrys-mod-nintendo-copyright-takedowns-dmca