

# Canonical Sold Super Meat Boy Without Telling the Developer

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Edmund McMillen, the developer of Super Meat Boy and The Binding of Isaac, has shared some interesting information about Canonical's practices, at least for his games.

"Last year Ubuntu added Super Meat Boy to their store without our written permission and sold it for a full year without paying us. We didn't find this out till a few months ago and had to contact them directly about it in order to get our payment.... I don't trust or respect their actions and won't be working with them ever again," stated McMillen.

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## Links:

[1] <http://www.tuxmachines.org/taxonomy/term/121>

[2] <http://news.softpedia.com/news/Canonical-Sold-Super-Meat-Boy-Without-Telling-the-Developer-317049.shtml>

[3] <http://www.gamingonlinux.com/index.php?threads/on-the-controversies-of-humble-canonical-and-team-meat.1567/>