

FAQ

What has changed since the closure, and why did you decide to return?

After the closure, we reflected on our past mistakes and initiated significant internal changes to drive radical improvement.

We've discontinued the practice of involving external volunteers and are now fully committed to a more professional approach.

Honesty, transparency, and community engagement have become our top priorities.

Having learned from our past mistakes, we've developed [Fntastic 2.0](#), a plan for recovery.

How do you plan to avoid past mistakes, and what specific steps have been taken to improve communication with the community?

We're committed to honest marketing, actively engaging with the community through our Discord, releasing development progress reports, and conducting beta tests before the official launch.

All of these steps are outlined in our [Fntastic 2.0](#) plan and are aimed at strengthening trust and interaction with our community.

Join our Discord to be a part of these changes.

Has the team at Fntastic changed?

Our team has become smaller, but it still consists of the same people who created all of our previous games.

Some team members are helping out on a goodwill basis, some are juggling other jobs, and some are working only in the evenings.

We all still love Fntastic and are hopeful for a successful return.

What will the community gain from your return? Why should the community support your Kickstarter?

A successful Kickstarter will allow us to release our new game, Escape Factory, and soon announce an innovative game in the Prop Hunt genre.

We have many exciting plans for future games, and you'll have the opportunity to be involved in their creation alongside us.

We're asking for a second chance, and we believe that with your support, we can create your future favorite games.

What kind of support are you expecting from the community?

We're counting on your active support, especially for our new game Escape Factory on Kickstarter, as this is a crucial moment for our return.

Any help is valuable to us—whether through participation on our social media or in our Discord.

What will happen if Escape Factory on Kickstarter does not reach its funding goal?

If the Escape Factory Kickstarter campaign doesn't reach its funding goal, unfortunately, we won't be able to return.

In that case, all funds raised will be fully refunded.

We hope for your support and believe that together we can overcome this challenge.

What happened to Propnight and The Day Before, and do you have any reflections on The Day Before unsuccessful launch?

After the unsuccessful launch of The Day Before, we couldn't continue development due to financial losses, which led to Fntastic's closure.

We lost all legal rights to Propnight and The Day Before.

Over time, we've analyzed the factors that led to The Day Before's unsuccessful launch.

These included overly ambitious goals on a low indie budget, a team without AAA tech experience, and embellished marketing, which we deeply regret.

We take full responsibility for what happened, and this experience has taught us a valuable lesson.

As a reminder, we didn't accept pre-orders, and all sales of The Day Before have been fully refunded.

Do you have any lawsuits right now?

No, we don't. We're not in conflict with anyone and are ready to start from scratch.

Who would you like to thank?

We want to express our deepest gratitude to everyone who stood by us after the closure: our team, all our partners who offered support and help, Mytona, our colleagues in the gaming industry, and our first publisher for The Wild Eight, HypeTrain Digital, for their support.

We're also grateful to our former volunteers who wrote to us, and to all the Propnight fans who flooded us with messages asking us to return.

Finally, to everyone who sent us words of support via email—thank you ♥.

Learn More:

[Help Fntastic Return](#)[Fntastic 2.0 Plan](#)[FAQ](#)[Upcoming Games](#)[Fntastic Merch](#)[About Us](#)[Privacy Policy](#)[Terms of Use](#)[Brand Rebuilding](#)[Contact Us](#)