

Violet here. In the days since Reason 2 Die: Awakening shut down, I've received a huge number of requests from fangames to use Sinister Arms content in their "creations".

When it comes to my assets in fangames, **the answer is no and will continue to be for the foreseeable future**. Whether or not the rest of the team from Sinister Arms shares my viewpoints is up to them, but I know many of them do, such as Robby and Mininho. I have discussed this in private with these game creators multiple times, but here I'll be public about it, because despite these conversations, my warnings have been continuously ignored and my assets continue to be in use.

## Why?

My ire for the majority of this comes from the fact that the majority of R2DA fangames on the market are "save instances". A "save instance", for those who don't know, is the nickname for a decompiled Roblox game (which takes everything but server-sided scripts and assets from a game, and turns it into a place file), obtained through the usage of Synapse X, a Roblox exploit which has long been discontinued. In short, **these games have all of Reason 2 Die's assets, including mine, without having ever asked for permission to use them or compensated us**.

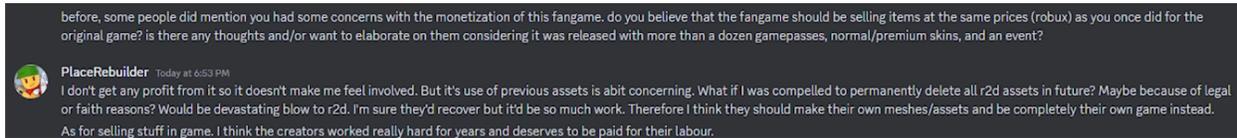
Currently, the only game that has permission to use SAI assets is **Ready 2 Die**, and all 3 used in their game (Chinalake, EZ-3, Jacksplot) were models made by Nekoparaiten, someone who is now only loosely affiliated with SAI due to his other commitments.

Just to make things clear, the guns *as concepts* that we made for R2DA don't concern us at all. We don't own the legal rights to any of these guns being used in-game, so quite frankly if these games want to bring these weapons back then I don't care.

What I **am** concerned about are my models, animations, textures/skins, etc. being used without my permission. I make zero contact with fangames about their development process, and the very few times I have, I've said **no to using my assets every single time**. Some particular individuals have claimed that we can't do this because these assets were created for R2DA specifically, but a lot of what we did for Sinister Arms were very effectively **fan creations** before even becoming official. For the most part, we were basically licensing our stuff for R2DA to use.

And another thing; PlaceRebuilder, creator of Reason 2 Die, has been openly clear that he's allowed to revoke fangame access to his assets at any time. Even if I didn't own my own creations, and even if PR didn't actually care about his game being Synapsed, I

have no idea why these fangames would even bother continuing operation when the threat of shutdown is right around the corner.



*“But it's use of previous assets is abit concerning. What if I was compelled to permanently delete all r2d assets in future? Maybe because of legal or faith reasons? Would be devastating blow to r2d. I'm sure they'd recover but it'd be so much work. Therefore I think they should make their own meshes/assets and be completely their own game instead.”*

As a side note, some people involved in these fangames have also noticed that the public Trello for SAI's old R2DA suggestions also got shut down. Quite frankly I'm impressed that people are even looking at it still, but it wasn't shut down because people were “stealing our ideas” or whatever. It's because we and Pillow Fight Simulator had a security breach pertaining to our King Cheese assets and we needed to stop any potential cracks from going through before more stuff was taken. Seriously, this is the most pathetic shit I've ever seen.



### Share a document?

[REDACTED] is requesting access to the following document:

bro give me access i was literally using it for the reason 2 pie quest brah (we are remaking brah stop gatekeeping reopen brah)

La Quesadilla Quest

### Share a document?

[REDACTED] is requesting access to the following document:

please bro i need this for a quest

La Quesadilla Quest

### Share a document?

[REDACTED] is requesting access to the following document:

Bro why did you close it

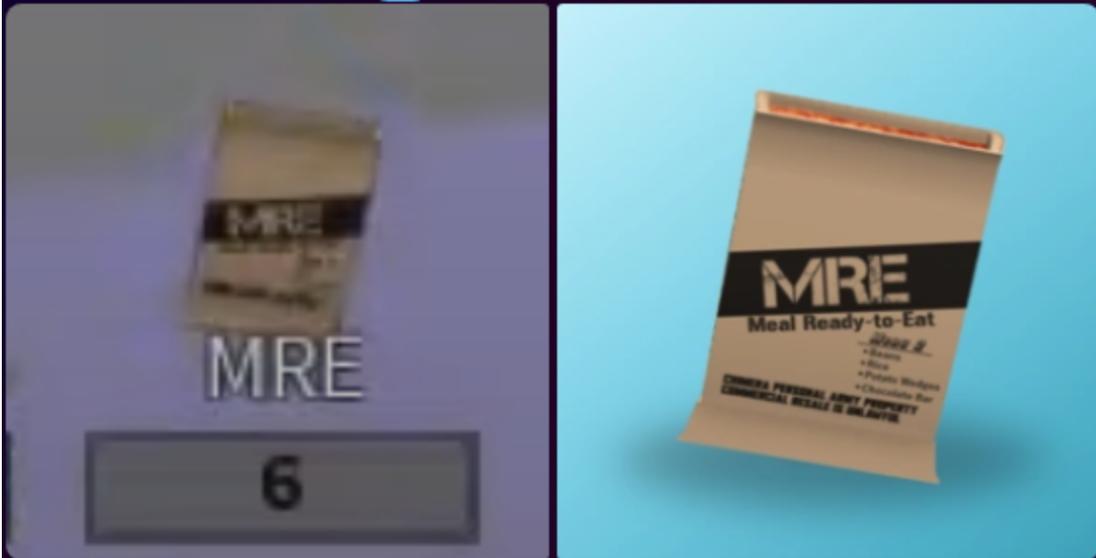
La Quesadilla Quest

Generally speaking, I was fine just saying no to these fangames because *at least* they were complying with what I asked of them. But at some point, it just becomes more annoying that I constantly have to keep doing this when it's not even a secret in these places that [I don't like my assets being used without permission](#).

## Last Straw

I was contacted in August about a fangame called "Reason 2 Die Afterlife" using my assets in a playable demo of their game. Again, I was not contacted about this, nor did I give them permission to use my assets:

Yeah i think they stole ur model 😬

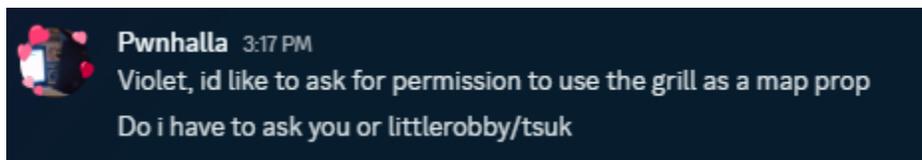
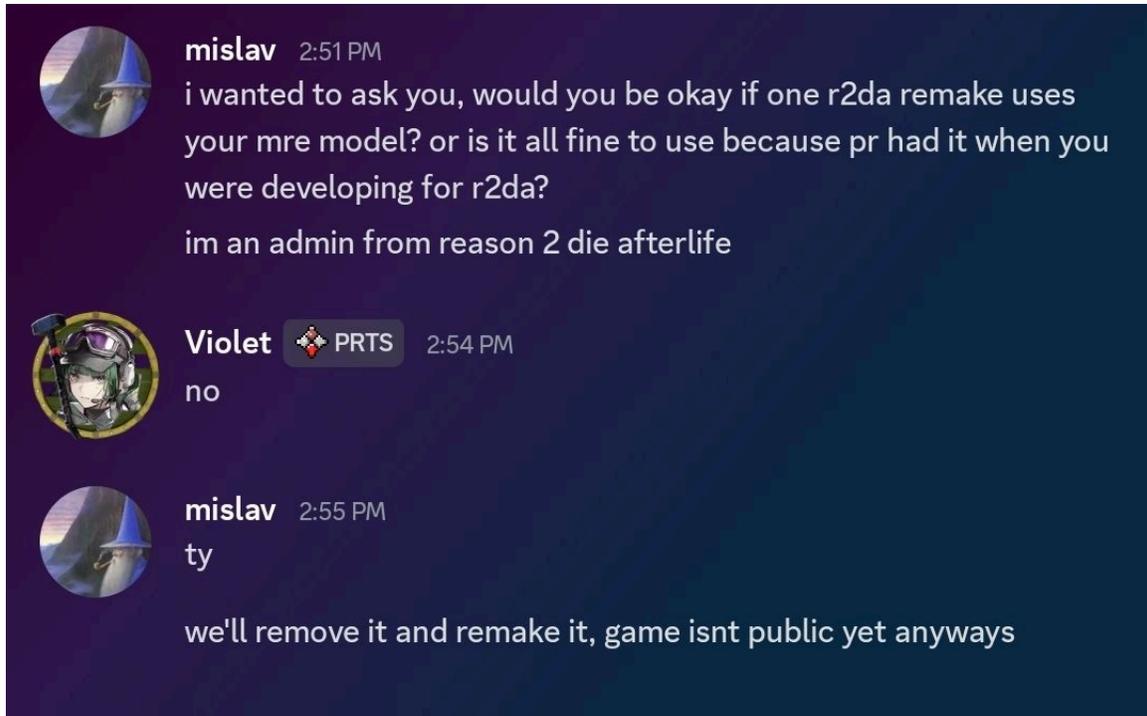


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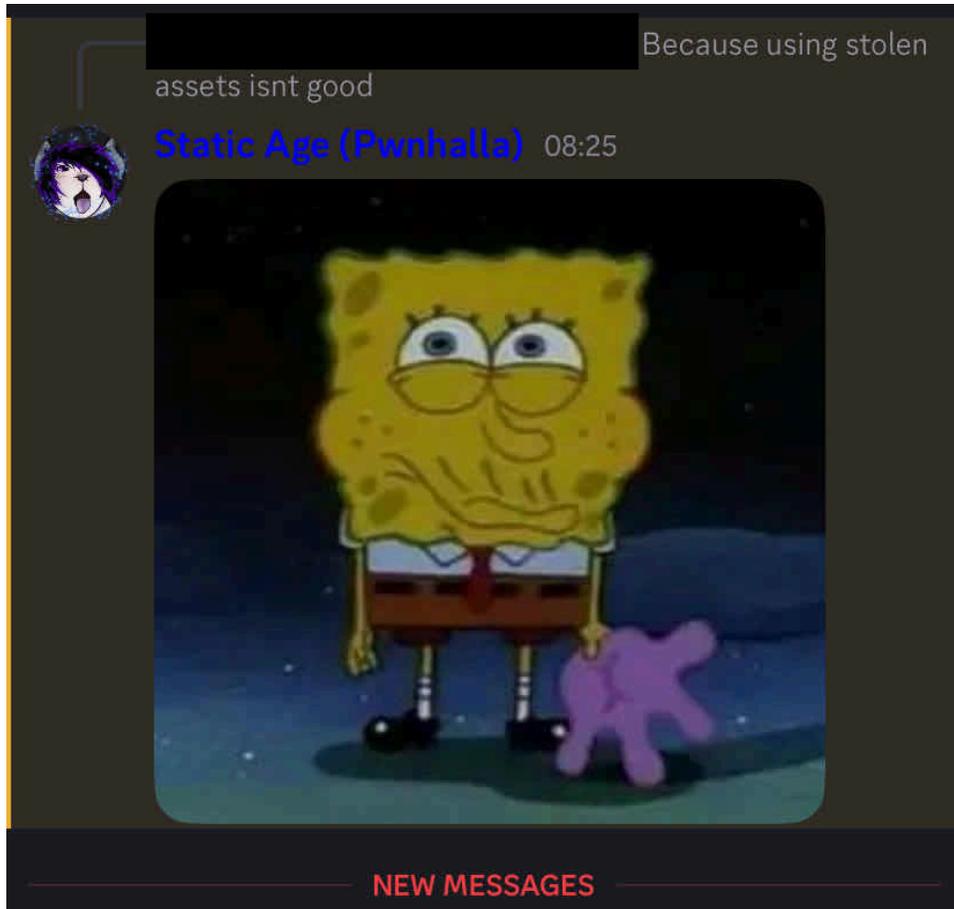
@VioletHeartbreak another stolen sai model



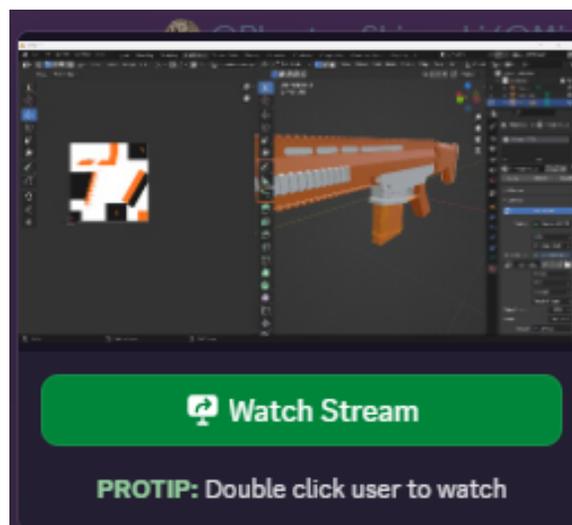
Immediately after this was called out in their Discord, higher ups from the game decided only *then* was a good time to ask me for permission.

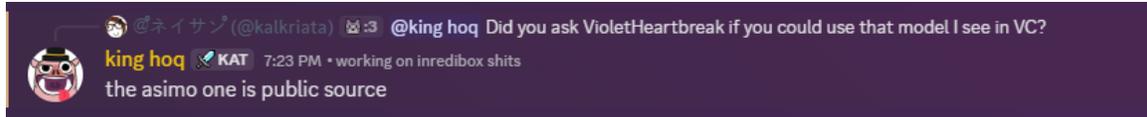


I said no. Usually after this stuff, it would have been a one and done scenario, but not long after I denied these requests, I was sent more screenshots detailing this game's flagrant disregard for our stolen assets.



And even worse, they even **continued** to use my assets, then outright **lied** by saying that my assets were “open source”. Which... no???





This particular statement I find is especially egregious. In April I confronted another fangame about my skin textures being taken. As it turns out, my files were found inside of a prop inside an R2DA map that was given to them by its creator, so I simply asked them to delete any trace of my stuff and then we'd be fine.

There's several contradictions here:

First, why would they have felt the need to put the Asimo skin on the SCAR when it already had one?



Second, why would you attempt to declare that the skin texture is public source when your game is obviously decompiled and you most likely would've already had my stuff in your game?

I'll swallow my words if I'm incorrect, but this leads me to believe that my prior request was not honored and that my assets were distributed to Afterlife's developers to use illicitly.

This doesn't even scratch the surface of what Afterlife's community consists of. I've been shown numerous images in their Discord of **rampant racism, homophobia, transphobia**, among other things like **fantasizing about violence against people from other fangames** and straight up **Nazism**. I absolutely detest these views and I do not want anything I've created to even be **close** to people like this.

This was the last straw for me. I'm fully aware there's some hint of irony to this considering PlaceRebuilder's own politics, but I'm no longer a child and I don't have the same mindset of ignoring genuine issues with a person because at least they're someone I idolized and acknowledged me and my work. Not a single fangame out there

has convinced me that the amount of drama and bullshit that they constantly get into with themselves and each other is worth my trouble of allowing them to use the stuff I made for Reason 2 Die Awakening.

## Conclusion

I am going to begin issuing DMCA's to R2D fangames that continue to use my assets. I am out of patience to be constantly messaging people to stop using my creations and more importantly I simply want to just move on from R2DA. The game has been dead for years and I want to start doing my own thing with BLAM without having to constantly look back at shit that people wanna bring back from the dead.