ShadowCrafters136 is back!

Welp, guys, after six years, he's finally back! I knew he might not return at all, we all thought so, but I didn't expect him to (right when I left for work that morning, and then I was rejected that same day). And since he's back, I have something to tell him. I also wanted to convey a message I've been wanting to give him since 2020. And I was planning on posting this after I draw ChonkyLotus giantess, which I'm currently drawing.

ShadowCrafters136, or SC136, was probably one of my favorite fnia artists and developers, and thanks to him, I was able to love fnia, not that Mairusu did. Don't get me wrong, I didn't like Mairusu's version because of the girls' thick eyebrows and the raw graphics, which felt like a bit of a rush (I won't even mention 2 and Ultimate Location). I liked the visual novel version, but, I wasn't quite ready to join the fnia community. I don't know how or where I learned about fnia remastered, maybe from a YouTube video, but I learned about fnia remastered, saw it all, and saw how much better the girls looked than the original, and the game itself looked, and that sealed my decision, and I joined the fnia community! But now I'll tell you about my experience in the fnia community itself and my first experience on Discord. But I'll say right away that, unfortunately, I don't have any screenshots to prove it, because at that time in 2020, I didn't think to take them, didn't know how, and didn't know they were needed for proof. So I'll just tell you everything I know, and if I've missed anything, please correct me. Or, you can skip this and just move on to **my message to SC136.**

When I joined the fnia community thanks to fnia remastered, I learned they communicated via Discord, and I wanted to join. But... at that point, I was using Discord for the first time and didn't know how it worked or what to do on it. I didn't know about switching channels or rules back then. I thought Discord was just for communication, but the more I used it, the more I realized how complicated it was. I mean, you need to set up rules, bots, and I wasn't ready for that when I first joined Discord. Because I was using Discord for the first time, I missed the rules. I didn't understand English because I live in Russia, so I had to use a translator back then. I'm still gradually mastering English, and I just sat stupidly in one channel where people were chatting.

And it was then, on that day, somewhere in winter, in December, that I was still impatient with the game itself, and I really wanted to see it and play it as soon as possible. Just so you understand, I liked this game so much that I wanted to see the demo as soon as possible. But back then, I didn't know that there was a rule about not talking about: when the game will be released, when the game will be released, when the game will be released! Then again, I was using Discord for the first time and I missed a rule I didn't know about; the whole time I was in one channel where there was a chat. And somehow, I broke

their rules, which I, again, missed. And then, I was banned... In a panic from this, I tried to contact other people I communicated with on their fnia remastered server, I begged, apologized, asked them to unban me and bring me back... but they didn't. At that moment, I was in despair, that because of my mistake and ignorance, I was banned. And I was just waiting for the game, fortunately I wasn't blocked there, but I decided not to repeat the mistake in GameJolt, knowing that it would be the same as in Discord, and it's unlikely that they would listen to me.

When the demo came out, I loved it so much that I kept the game the whole time, like a gem I didn't want to lose. And then... it happened... SC136 and AlphaDev had a falling out, forcing them to cancel and leave. At that moment, I felt like all the hope I'd been holding on to was simply dashed, just because of that conflict. I was so sad that I'd never see fnia remastered in its entirety. Over the past six years, I've been bummed that they never got around to making the game fully, or why they interrupted something that looked so good? After all, we'll never know what Foxy and Mangle look like in this game, or maybe even Goldy and Springy, if they ever make it.

For the past six years, I've been keeping an eye on all the games fnia has been trying to make to replace the remastered. First, there was After Hours, the first version was okay, but... it was also cancelled due to life's commitments. Then there was a second version, which didn't have a demo, and it was also cancelled. And the second version looked... well, over the top, to put it mildly.
Then there was fnia RX, the first version looked weak, but tolerable, not as bad as Mairusu, and then there was the second version, and I liked it. And the third version... well, they also overdid it, and decided to make it NSFW. And you know what? I'd rather play the second version; it looked much better than the old and new ones.
I won't even mention about fnia Lustful Awakening.
But about fnia sp... I was on their discord server, and I was also banned. But not because I asked when the game would be made. The thing is, I was being stalked, threatened, and breaked by people from another server I don't want to talk about. And as soon as I logged into their fnia sp server and saw these people, I panicked and asked the moderators to ban them because they could get me there too, but... they banned me. A moderator even messaged me privately, wanting to know what was going on, but as soon as I tried to reply, I couldn't... I was blocked. I even tried to message Space Bear, wanting to explain, to apologize, but I was also blocked by him, as if no one from fnia sp wanted to listen to me... What about the game itself? I don't know if I should expect this after everything that happened.
But fnia 3D, or Fap Nights At Frenni's... well, it's just awful. This isn't the fnia I'm expecting. They've turned them into, excuse me, prostitutes. It's not that they want to smother you with their butt (I don't like butts) or breasts, but also to f$@k you to death! So what is fnia? Five Nights in Anime! It should be 2D, not 3D! And you shouldn't be making... "love," but being smothered by their butt and breasts!
And guys, let's not clog the comments and try to cancel me just because I don't like fnia 3D, or say fnia 3D is better than 2D. We people are different . We have our own views, tastes, and interests, to each

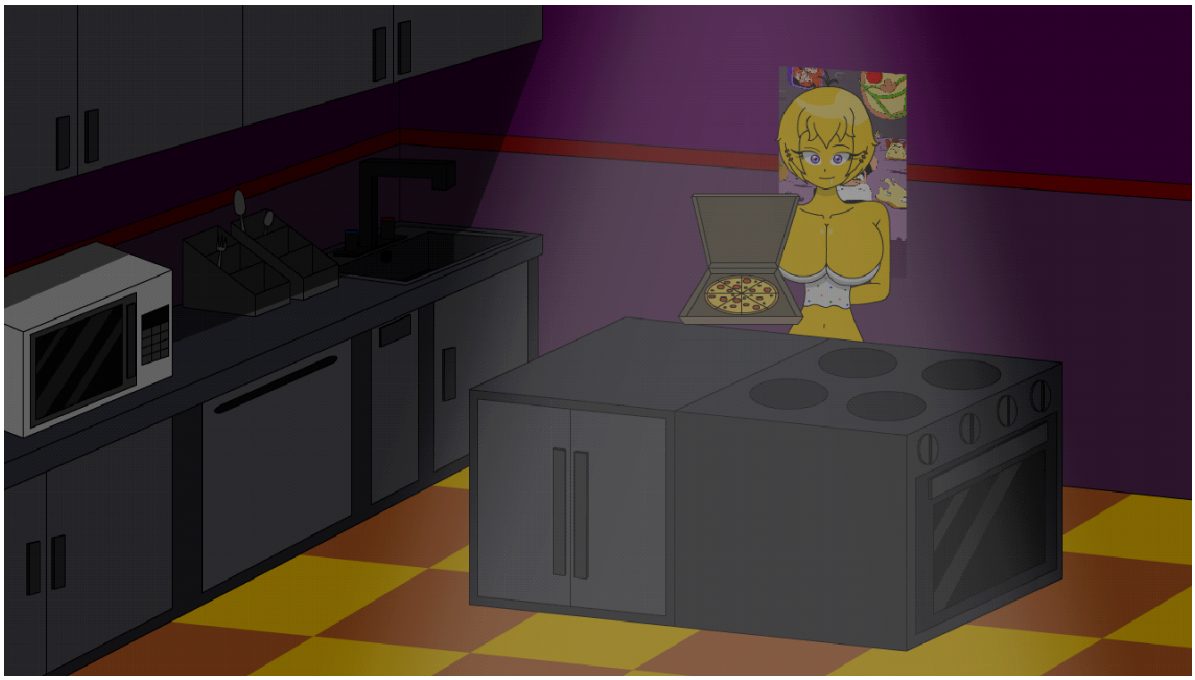
their own. Some people might like 2D, some 3D. You might like 3D, and I'm not judging you. It's just that I personally prefer 2D, and I've even gotten into it.

I would describe in more detail what happened to me in the fnia community, but perhaps I will leave it in another, separate document, after I make the game.

Speaking of the game, I was inspired by fnia remastered and fnia after hours (1.0), so I decided to make my own fnia game. It's purely my experiment. Why didn't I post it on GameJolt? I wanted to surprise everyone when I finished it, but I don't even know when I'll do that. Besides, I have other plans, so I freezed it. Yes, freezed it, not canceled it, so don't worry! I didn't want to repeat the mistakes of others when they canceled fnia games, which upset not only everyone but even me. Perhaps, after the remakes of my old works, I'll continue working on the game, and once I'm finished, I'll post it on GameJolt. Then I'll write a document about my experiences in the fnia community in more detail.

I wouldn't want to talk or show what kind of fnia game I'm making, but then no one would believe me. So I'll just post some screenshots so everyone knows I'm not talking nonsense. Here's the proof:


Welcome Chica's pizzeria







Yup, I'm making One Night at Chica. Fun fact: I renamed it One Night at Chika, but after talking to my friends, I changed the name back. Yeah, I liked fnia remastered and after hours (1.0) so much that I wanted to make my own game, featuring my favorite, Chica. It'll just be a fun game, and it has nothing to do with the story! I'm planning on remaking my game from scratch, since I switched from Adobe Animate to Krita, and I think it looks... well, to put it mildly, not very good. The problem is, I only know how to draw and animate, not program or code. But since I can do everything, I think I can master programming too. And I don't need any outside help, I'll do everything myself. And I wanted to make the

game not just as an experiment, but also to prove that even despite conflicts or life's circumstances, you shouldn't give up! If you want to bring joy to the world, then go ahead and do it!

My message to SC136

Well, now that I've said it all, it's time for me to say something to SC136, something I've been trying to tell him since 2020. I hope he reads this...

Hello SC136, I'm glad you're back! I'm sorry for my behavior on your Discord server back in 2020. I was young and impatient, and it was my first time joining Discord, my first time learning, and I had some trouble with English. I shouldn't have rushed you; I just loved the game so much that I wanted to see it and play it as soon as possible, but after all this time spent drawing, I realized that drawing or making a game isn't make you do fast; it either takes time and effort.
About your game. I really liked what you did; it's the best fnia game I've ever played. Yes, other games people have made are also good, but I wouldn't trade my love for fnia remastered for anything. That's why I saved it during your absence for the past six years, just to remember it or to get some jumploves. I'm sorry things went this way for you with AlphaDev; I understand that people can be difficult sometimes. However, despite my conflicts and bullying, I picked myself up again and kept moving forward, still drawing and developing. I'm glad you're returning to the game, and I support your decision to make it yourself. After all, Scott Cawthon managed to make a game on his own, and so did everyone else (who worked alone), so you should be able to too. I think you'll figure it out. Take your time, find some time, and don't lose heart! And I hope we see the full game, not a demo.
And you might ask, why did I post this on DeviantArt or BlueSky instead of X (Twitter)? The thing is, I can't do anything in X, or I can't post, subscribe, like, or even leave a comment! Or, to do that, I need to spend money on a subscription. I'm not poor, but I'm not also rich. So, I need money too! That's why I post everywhere I can, and where I can use it freely without worrying about a subscription and my money, and instead of X, I'm using BlueSky.
I saw your post about you returning, but instead of writing a comment, I decided to write this document with details, and about how I wanted to apologize for my behavior back in 2020, otherwise, you would think I'm still behaving the same way like in 2020 then, but I was stupid and young then. Well, I hope you understand... And of course, I would like to see what kind of art you draw.

Well, that's all.

Please forgive me, SC136.

Michael time