

Midora's developer offering refunds for Kickstarter backers

Unfortunate start of the year for Epic Minds

By **Chan Khee Hoon** - Jan 12, 2016



While it is heartening to know that many games were successfully launched due to the generosity (and might I add, foresight) of Kickstarter backers, there are plenty more instances in which developers were unable to deliver on their promises. *Midora*, the ill-fated 2D action-adventure game that was plagued by inadequate funding issues [since April last year](#), is one recent example. As revealed by Mhyre, Game Director for *Midora*, via a lengthy note on Kickstarter, he will be taking steps to offer refunds to the campaign's backers.

For those not in the know, Mhyre had previously tried to secure more funds by working on other endeavours, such as the mobile game *Treasure Addicts*, so that the team can continue to build the game. Unfortunately, that probably did not turn out very well. Compounded by unexpected obstacles and the difficulty in securing an investor or publisher

for the game, Mhyre decided to throw in the towel for now.

"We took your money to create a game and simply failed to deliver. This shouldn't need explaining but, at the end of the day, we are not thieves. The project failed for many reasons, including unexpected events and different outcomes regarding what we had accomplished. Not everything went according to plan and this is the situation that we're in," explained Mhyre.

Mhyre also went on to explain that he is taking full responsibility for the failure, and will be the only one offering refunds out of the team. However, these refunds will not be offered immediately since he had to first pay back "relatives and other parties" who had helped him before the Kickstarter campaign. Only after saving up enough money from a new job and clearing these debts can he start offering refunds—which might take place sometime next summer.

Although *Midora* remains a distant dream for now, Mhyre is hoping that backers will not be asking for refunds, so that he might be able to head back to making *Midora* eventually. *"This Kickstarter is not dead, and everyone who has pledged money, without claiming a refund, will remain in the database. Your pledge data isn't going anywhere, which means you will still receive your reward if I can finish the game one day."*

It is encouraging to see that most backers have responded sympathetically to the announcement, commenting that they will not be asking for a refund and that he can keep the pledge. After all, Kickstarter is for funding projects, and is by no means a pre-sales platform. Personally, I hope that *Midora* will see the light of day sometime in the future—it looks to be an extremely promising game that will no doubt resonate with fans of classic 2D games.

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