

FAQs:

1) Can I create maps for my game, book, or physical card game?

- Yes.

2) Can I create maps for other people's projects?

- Only if you have bought the extended license version of the package, and only if you don't get paid for it.

3) Can I sell my maps, based on this package?

- Yes, if the sale is within the game.

- No, if you sell them as a separate product.

Also, you cannot post the package on sites or send them to other users, since its usage requires a license provided by Unity or Artstation on behalf of Poneti.

4) I can't create a map, can I return the package?

- No, because after downloading it is impossible to return the asset, as in such case there would be a possibility that the person, who made the map could return the package and keep the map.

5) Where can I learn how to create maps?

- There is a tutorial video on Poneti's YouTube channel (<https://www.youtube.com/channel/UCeXh5II5QeJNzoY12fwss9Q>). You can also watch a YouTube video on how to use Photoshop and basic composition techniques there.

6) Is there a plan to create a similar asset but in a different style and when?

- If the package gains popularity and will have a lot of positive feedback.

7) How long does it take to create a map on average?

- Creation of a small map takes up to an hour, large maps can take even all day, depending on the Photoshop skills.

8) Where can I go for help?

- You can contact me via [ponetisup@gmail.com](mailto:ponetisup@gmail.com)

But keep in mind that I will not answer questions like which button to press to do this or that task. Although I will be glad to hear your suggestions on how to make the package better and if you notice any errors in the package.