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COMMUNITY GUIDELINES

Last Updated: March 25, 2024

We love our community and the awesome creations that make our game more alive. We support players who use our intellectual property ("IP") to create free fan projects for the benefit of the community ("Projects"). We are generally on board with Projects that follow the rules outlined below, but we can still shut down any Project at any time if we decide it misinterprets these rules or uses our IP inappropriately. These Community Content Guidelines are supplemental to the **Terms of Use** and **Code of Conduct**, provided at https://themainframe.com/en/legal/, which you must agree to before playing Pax Dei.

1. What can I develop with Mainframe's IP?

TL;DR - You shall not be afraid to create amazing Content for the community to enjoy.

On the condition that you follow all of the rules described in this policy (the "Rules") and the Terms of Use, Mainframe Industries ("Mainframe" or "We") grants you a personal, non-exclusive, non-sublicensable, non-transferable, revocable, limited license for you to use, display and create derivative works (fan art, fan videos, streams, etc.) based upon Mainframe's IP, to be shared for free (except as specifically provided below)with the game community. We reserve the right to deny anyone the use of our IP at any time, for any reason or no reason, including when we decide, in our sole and absolute discretion, that you are using our IP inappropriately. If we deny you the right to use our IP, you must stop developing, publishing, or distributing your Project immediately.

2. No commercial projects (except…)

TL;DR - You shall not make people pay to access your Content.

We allow passive ad revenue generation, subscriptions, and donations on streaming channels solely as per the two exceptions described below.
You may not create commercial Projects, including any Project that crowdsources any portion of its funding, any Project that involves a business or legal entity, or any Project where you gate the content with a paywall (e.g., Patreon, YouTube Premium, etc.) without a written license agreement from us. We have only two exceptions.

The Two Exceptions are:

Exception 1: Ad Revenue

We permit individual players to promote their Projects on websites, streams, or videos and passively generate revenue through appropriate advertisements, including pre-roll ads, ad breaks, and sponsor ad overlays. No inappropriate ads (sexual, harmful, offensive, or illegal content, including but not limited to malware/malicious software, exploitative material, pirated content, child abuse, etc.) — we alone decide what qualifies as inappropriate.

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Exception 2: Gameplay Streaming

We permit individual players to solicit personal donations or offer subscription-based content while live-streaming games, so long as non-subscribers can still watch the games concurrently.

3. No unauthorized games or apps.

TL;DR - You shall avoid using our IP in any game or app.

We prohibit the use of our IP in games and apps. Please do not take any part of our IP (e.g., character appearance, character abilities, maps, icons, items, etc.) and use it in a game or app. To be super clear: we do not allow any Projects on any distribution platform whatsoever unless they have a written license agreement from us.

4. Does my Project have to include original content?

TL;DR - You shall not simply rip someone else's Content

You may not use a third party's IP in your Project without their permission.
Don't steal other people's Projects; get their permission and give them credit.
Don't just rip off or add some light commentary to existing content. Please make your own, original contribution to the community. We reserve the right to use services that identify our content automatically to prevent cannibalization of existing content.

5. Can I use Mainframe logos or trademarks?

TL;DR - You shall not confuse people with our Copyright

We don't want players to be confused about any possible connection between Mainframe and your Project. Unless you have a written license agreement with us, you may not use any of Mainframe's logos or trademarks anywhere in your Project or on any website, advertising material, video, or other publication. You may not register domain names, social media accounts, or similar stuff that uses Mainframe or any of our trademarks, trade names, character names, etc. You may not use our trademarks or names related to our IP as keywords or internet search tags.

6. Can I use Pax Dei logos, and imagery for my content?

TL;DR - You shall make sure your creations are in line with our style guide and clearly labeled as fan-made.

You can use screenshots and videos taken while playing Pax Dei, as well as use the resources at your disposal in our public Content Creator Kit as long as:
- You respect Pax Dei's style guide and do not distort imagery (including logos, characters, etc.) to associate it with illegal or inappropriate content.
- You clearly mention that your creation (video, podcast, stream, fan art, fan fiction, fansite, wiki, etc.) is fan-made and not endorsed by Mainframe.
- Your content is available for free.

- You mention the legal trademark "*©2023-2024 Mainframe Industries, all rights reserved. Pax Dei is protected through EU and international trademark registrations of Mainframe Industries*".

Note that we support the use of game assets for educational purposes, and you are welcome and encouraged to create Productions for a school project, master's thesis, etc. All limitations listed in this document still apply to Productions created for educational purposes.

7. Can I create Pax Dei branded merch and sell it?

TL;DR - You shall not use our brand for any paid content, being online or IRL, like merch.

You cannot create content, merch, or any product using the Pax Dei logos, imagery, or music and sell it. However, we exceptionally grant you the authorization to use the Pax Dei logo to create merch in a very limited quantity, for free personal use. For example: you can use the Pax Dei logo to create a t-shirt with your guild name for your personal use during your guild IRL meet-up; however the production should be limited in terms of quantities, and those cannot be sold.

8. Can I use Pax Dei music?

TL;DR - You can use Pax Dei music for Pax Dei-related content only.

You can use the in-game music to accompany your streams or videos, as long as they are related to Pax Dei and are freely accessible. You may not use the music for any other type of content nor broadcast it during public real-life events. Music is submitted to copyright and you also may not use them for any paid content - being streams, videos, covers, concerts, events, etc.

9. Can I share my Project with the community?

TL;DR - You shall share your fan-made Project with the rest of the community.

You need to ensure people know it's a fan Project, not a Mainframe project. If you share your Project with others, please conspicuously include the following notice (e.g., on your Project's website):
[The title of your Project] was created under "Mainframe's Community Content Guidelines" policy using assets owned by Mainframe. Mainframe does not endorse or sponsor this project.

10. Can Mainframe use my Project?

TL;DR - Yes.

We want fans to create and share cool things with each other, and we want to remove barriers to sharing. If we spotlight a fan Project or make something that resembles what a fan might have made, we don't want to be sued, so you give us permission to spotlight or share your Project with the world. More specifically, you agree that we may use, reproduce, copy, modify, distribute, make publicly available, publicly display, publicly perform, broadcast and make derivative works of your Project in any form, on a royalty-free, non-exclusive, irrevocable, transferable, sub-licensable,

worldwide basis, for any purpose and without having to credit you, pay you anything, or obtain your approval.

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So, to wrap this up, here's the summary: just follow these Rules so you don't upset the Mighty Rabbit, and keep your Project free for the community to enjoy.