

Dome Keeper UGC/Mod policy

Last update: 15 juni 2023

Intro

Everyone at Bippinbits appreciates all the support shown by Dome Keeper players and are honored that players want to create mods based on Dome keeper (the "Game"). While we love to see the incredible things that you create, the team spends a lot of time, effort, and resources creating the universe and intellectual property of Dome Keeper and we need to protect and indemnify us against any issues originating from mods we have no control on. So, we have created this policy to explain what you can and can't do with your mod so that you can drill deeper into the Dome Keeper world confidently.

Please read this Policy carefully before creating any mod:

General Rules:

- **License:**
 - If and as long as you comply with this policy, Bippinbits grants you a personal, limited, non-transferable, revocable, and non-exclusive license to create mods based on the Game - which you have duly obtained access to.
You can create, enjoy and make publicly available your mod, for your non-commercial use. However, please remember that **you are responsible for your mod**, which you give us rights to use. Your mod shall not contain any material which is unlawful, infringing, inappropriate, or violates any contracts or third-party rights.
- You hereby grant us and our affiliates a nonexclusive, royalty-free, sublicensable, irrevocable, and perpetual right to use, develop, reproduce, modify, create derivative works from, distribute, transmit, broadcast, otherwise communicate, publicly display, publicly perform and otherwise commercialise or exploit your mod in any manner or form and in any medium or forum, whether now known or later devised without attribution or compensation to you or any third party. This right shall survive the termination of this Agreement.
- **Non-commercial:** Unless otherwise agreed, the creation and publication of mods are strictly non-commercial. The mod shall be provided **free of charge** and be freely available, but you may accept donations for your time through Patreon, or similar services, or through sponsorships.
- **Intellectual Property (IP) rights:** Your rights in your mod only extend to the new, original content you create as part of your mod and do not extend to or grant any rights to the Dome Keeper game, any related IP rights or any content made available by Bippinbits in relation to the Game. Please do not use any third-party content in your mod without permission and only **use materials you are allowed to use**.
- **No hacks, no ads:** Do not create hacks for Dome Keeper. Do not use your mod to add advertisements or any monetization feature into the Game. Do not reverse engineer the Game, the mod editor or any related tools which are being made available at your own risk.

- **Behaviour:** Do not use the Dome Keeper IP in a way that is offensive, grotesque, racist, sexist, vulgar, disparaging, or defamatory.
- **Suspension:** Violating this policy can lead to suspension or termination. Bippinbits has no obligation to use, distribute or continue to distribute mods and we may restrict or remove mods at our sole discretion.
- **Report:** If you encounter content created by another player that you find offensive, we encourage you to report this content by clicking on the report button in the Steam workshop page.
- **Dispute:** first, let's try to solve disputes informally. If it does not work, arbitration or the courts in [Stockholm, Sweden](#) will settle it.
- **Privacy:** if you have any questions about how your personal data may be collected when you submit a mod, please review <https://rawfury.com/privacy-policy/> .

In Short

Use common sense, follow the law and these rules, respect the Game and its community.