

# **Nova Engine Human-Readable Summary**

## **Nova Engine Simple Terms (Human-Readable)**

- Nova Engine is a closed-source professional game engine owned by WeNova Interactive (Kayden Shawn Massengill).
- You can use Nova Engine for free, including commercially, until your Nova Engine-based games and projects make more than \$250,000 USD in a single calendar year.
- After that, you agree to pay a small 2% royalty only on the revenue above \$250,000, and this resets each year.
- You own your games; WeNova Interactive owns Nova Engine.
- You may ship Nova Engine's runtime with your games, but you cannot modify or redistribute the engine itself as a standalone product.
- The Asset Store is for legally clean content: CC0, CC-BY, MIT, Apache 2.0, or approved licenses. No ripped or stolen assets.
- The Global Game Library lets you publish games to be played quickly by users everywhere, as long as your content follows legal and community rules.
- Your data is used to run and improve the engine and services; it is not sold.
- The official, detailed legal documents are the EULA, Developer Agreement, Runtime License, Asset Store Terms, Global Game Library Terms, Trademark Policy, and Privacy Policy.