

Nova Engine Runtime Distribution License

1. Purpose

This Nova Engine Runtime Distribution License ("Runtime License") governs your redistribution of the official Nova Engine runtime components as part of your Projects. It supplements the EULA and Developer Agreement.

2. Permitted Distribution

You are permitted to copy and distribute the official Nova Engine runtime components solely when:

- (a) the runtime is packaged as an integral, non-separable part of your Project;
- (b) the runtime is not exposed for standalone use or for development of other Projects; and
- (c) the recipient is an end user of your Project, not a developer using the runtime as an engine.

3. Restrictions

You may not:

- (a) distribute the runtime as a separate product;
- (b) modify, reverse engineer, or remove protections from the runtime;
- (c) use the runtime to run or host content other than Projects built with Nova Engine;
- (d) rebrand the runtime to obscure its origin.

4. Ownership

Kayden Shawn Massengill, doing business as WeNova Interactive retains all ownership and intellectual property rights in the runtime. This Runtime License does not grant you any ownership interest.

5. Updates

WeNova Interactive may provide updated runtime versions. You are encouraged but not required to update existing Projects, unless an update is necessary for security or legal compliance, in which case WeNova Interactive may require adoption of a minimum runtime version for continued distribution or online services.