

Nova Engine Global Game Library Terms

1. Scope

These Global Game Library Terms govern your submission and distribution of Projects through the Nova Engine Global Game Library ("Library").

2. Submission and Distribution

By submitting a Project to the Library, you grant WeNova Interactive a non-exclusive, worldwide license to host, distribute, and make the Project available for end users to discover, download, and/or play, as applicable to the Library's features (including one-click play).

3. Content Rules

Projects submitted to the Library must not contain or promote:

- (a) illegal content or activities;
- (b) extreme explicit violence or sexual content where prohibited;
- (c) hate speech, harassment, or targeted abuse;
- (d) malware, spyware, or hidden data collection beyond disclosed behavior.

4. Monetization

You may monetize Projects via ads, in-app purchases, or other means, subject to:

- (a) platform rules for any third-party stores used;
- (b) the royalty structure described in the Developer Agreement when revenue exceeds the Threshold.

5. Removal and Moderation

WeNova Interactive may remove Projects from the Library or restrict access at its discretion in order to comply with law, respond to complaints, or enforce these terms and other Nova Engine policies.