**RiftNet Indie Commercial License** 

Effective Date: July 12, 2025

Version: 1.0

1. Grant of License

Licensor hereby grants Licensee a non-exclusive, non-transferable, license terminable as described in

Section 4 to use the Software solely for the development and distribution of commercial and non-commercial

applications, provided that:

- Your gross revenue (company-wide) does not exceed \$1,000,000 USD in the prior fiscal year.

- You do not redistribute the Software or its source code outside of your own applications.

- You do not sublicense, resell, or offer the Software as part of a competing SDK, library, or networking tool.

2. License Tiers

- Indie Monthly License: \$75 USD/month

- Indie Yearly License: \$750 USD/year (save 2 months)

- Enterprise License: Required if annual revenue exceeds \$1,000,000 USD. Contact Licensor for custom

terms.

This license includes full access to precompiled binaries and integration headers.

Source code access may be available upon request at the Licensors discretion.

Note: All fees are listed in USD. Taxes and any transaction fees are the responsibility of the Licensee.

3. Rights & Restrictions

You MAY:

- Integrate the Software into your own applications and games.

- Use the Software commercially or non-commercially, provided your revenue remains under the stated cap.

- Modify the Software for personal or internal use.

You MAY NOT:

- Redistribute the Software (source or binary) as a standalone package or SDK.

- Resell, relicense, or rent the Software or its components.

- Share the Software with third parties outside of your development team.

- Use the Software in illegal, malicious, or unethical products.

- Use the Software to build frameworks, engines, or services that expose RiftNets API or functionality as a

public-facing or developer-accessible tool.

#### 4. Termination

This license is automatically terminated if the Licensee violates any of the terms in this Agreement.

Licensor may also terminate this Agreement if the Licensee:

- Fails to pay applicable license fees.
- Breaches any other material condition of the Agreement.

Upon termination, all copies of the Software in your possession must be destroyed.

# 5. Warranty Disclaimer

THE SOFTWARE IS PROVIDED AS IS AND WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, AND NON-INFRINGEMENT.

IN NO EVENT SHALL LICENSOR BE LIABLE FOR ANY CLAIM, DAMAGES, OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT, OR OTHERWISE, ARISING FROM, OUT OF, OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

### 6. Support & Updates

Licensor may, at their sole discretion, provide updates, patches, and technical support to paying Licensees.

### 7. Governing Law

This Agreement shall be governed by the laws of Ontario, Canada, without regard to its conflict of law provisions.

Any disputes arising under or in connection with this Agreement shall be subject to the exclusive jurisdiction of the courts located in Ontario, Canada.

# Contact

For questions, support, or enterprise licensing inquiries, please contact:

https://www.riftforged.org/contact

# Copyright

2025 RiftForged Organization. All rights reserved.