Guidelines for re-distribution

1) You need to link back to us and give proper credits. If the page contains a webplayer, redirect to the original page instead of re-uploading the Unity3d file. Same with downloads. Do **not** hotlink to the downloads themselves.

   - Reason: Your users should always have the most current version which can't be guaranteed unless you keep updating your download file. Also, mirrors don't work with the itch.io launcher.

2) If you compiled the source code yourself, you're free to do whatever you want with it. Claiming you made or own the game doesn't fall under that rule. It's still owned by Gamevial and the guys who put their heart blood in it.

   - Removing/changing the credits or logos or even anything at all won't fix that.

3) If the game you wish to re-distribute involves a multiplayer mode (most of our games do), you also need to edit the source in order to access your own server.

   - You may **not** use our bandwidth or disturb the operation of our servers in **any** way.

4) About servers; you **need** the know-how in order to host a server. Most servers are expensive to rent and even more so to host them yourself. Make sure there's enough funding for that. -

   - Again, **you may not use ours**.

5) You may **not** upload your version to Itch.io.

   - Chances are they may perceive them as clones and remove not only your copy but ours as well. Or outright ban you.

6) Also, you may re-distribute the compiled game, but not the source, not even if you edited it and added your own stuff. There's dangers of it getting into the wrong hands if not handled carefully.

7) If these rules are violated, we will not hesistate to take action.