



inZOI ModKit Distribution Terms

inZOI ModKit Distribution Terms Effective Date: 29 May 2025

KRAFTON, Inc. (also referred to as the Company) deeply appreciates the creativity and passion you bring to inZOI (the Game)—it is your imagination that breathes life and energy into our universe. Mods represent a vast, exciting, and evolving space. With the following rules, we can collectively ensure we support creativity in the inZOI community. Please review the following terms carefully. By creating, distributing or using Mods, you agree to comply with the conditions set forth below. Failure to adhere to these conditions may result in your Mod being removed.

Definitions: "Mods" refers to modifications, additions, enhancements, or other changes to the Basic Content (as defined in the [inZOI Terms of Service and License Agreement](#)) provided by the Company. Mods are excluded from the definition of "User Content" as that term is defined in the inZOI Terms of Service and License Agreement and other related policies. Mods are governed separately under this Policy. You may create "User Content" using Mods, and such content is also subject to the applicable provisions of the inZOI Terms of Service and License Agreement and the [Canvas Content Agreement](#), in addition to this Policy. "ModKit" refers to the official modification (i.e., modding) tools provided by the Company. ModKit does not include the Epic Materials (defined below), which are made available by Epic (defined below) under separate terms described below, as supplemented by the terms and conditions of this policy.

Capitalized terms not defined herein shall have the meanings given to them in the inZOI Terms of Service and License Agreement and the Canvas Content Agreement. In the event of any conflict between this policy and the inZOI Terms of Service and License Agreement (or any other applicable policy), this policy shall prevail solely with respect to Mods.

Use of Mods and ModKit: Subject to the limitations set forth in this policy, Mods are permitted in inZOI. Notwithstanding this permission, as stated in the inZOI Terms of Service and License Agreement, changes to Non-Modifiable Content (as defined in the inZOI Terms of Service and License Agreement) are not permitted. In such cases, the Company may take any action up to and including removal of the Mods in accordance with the Canvas Content Agreement and other applicable policies. Additional prohibitions are listed below. To support your creativity, we provide ModKit that allows you to create Mods for inZOI. We encourage you to use our ModKit, which is available via the Epic Games Store. Please note that if you choose to use unofficial modification tools (i.e., third-party tools) to create Mods, the Company makes no guarantees regarding their security, functionality, or compatibility. Only upload Mods that you create. Do not upload Mods created by, or derived from, third-party sources unless you have permission from the original creator. You may share your Mods through platforms that have a partnership or agreement with the Company or through any platform or

method you choose. The Company has no obligation to monitor the use or sharing of any Mods and it assumes no liability in relation to such activities. If you violate this Mod Policy, the Company may take appropriate actions to remediate the violation, including but not limited to removal or blocking of the Mod and termination of the user's license to access the Game. Mods cannot change, reproduce or otherwise alter the Game code, object code, source code or the internal structure of the Game's software or related Services. You may not use Company logos, trademarks, or designs to promote your Mods.

If You Use Mods Created by a Third Party: Always keep in mind that you should only download Mods from creators you know or trust. The Company does not review, endorse, or guarantee the security, functionality, or legality of Mods created by third parties, including those downloaded through platforms that have a partnership or agreement with the Company. Such Mods may be subject to separate terms or licenses set by their creators, and you are encouraged to review and follow any applicable terms set by the original creators. It is strictly prohibited to use any Mods that may infringe upon the rights of others. You can choose to opt in or out of using Mods through the Game settings. For detailed instructions, please refer to the official guidelines provided by the Company.

Rights to Your Mods: With your Mod, you may modify the Basic Content in accordance with this policy, provided you have a license to the Game, either by purchasing it or by otherwise lawfully obtaining access from the Company and by following the inZOI Terms of Service and License Agreement at all times. You may create and share your Mod that is entirely the result of your own effort ("Your Mods"). For the purposes of this policy, "Your Mods" refers to the original portions of Mod created by you excluding any parts owned by or licensed to the Company or any third party, and that does not include or is derived from any Company Content. Examples include outfits and furniture. You are prohibited from selling Your Mods for profit and monetizing them in any way. You retain the rights to Your Mods. If you violate the prohibition on monetization, you will forfeit any rights you would otherwise retain to Your Mods. By creating Your Mods, you grant the Company a non-exclusive, transferable, worldwide, royalty-free, sublicensable license to use, reproduce, distribute, publicly display, and modify Your Mods in connection with the Game for any purpose, commercial or otherwise, in any format existing now or in the future. The Company reserves the right to remove or restrict access to Mods at any time, without prior notice, to prevent such content from being made publicly available that it deems, in its sole discretion, to be illegal, harmful, offensive, excessively explicit, misleading, or otherwise in violation of this policy or applicable intellectual property or privacy laws, and the inZOI Terms of Service and License Agreement or any other applicable Company terms, including the Terms of Service. You must promptly comply with such requests.

All Mods must:

- Clearly indicate the version of the Game with which the Mod is compatible.
- Describe the purpose of the Mod and how it functions.
- Include the Mod version when published, and update history.
- Not mislead users into thinking the Mod is official Game content.
- Not contain viruses, malware, bots, or other components that may be harmful to the Game, related Services, or a user's experience or devices.

Keep Mods Non-Commercial You agree not to engage in any direct profit-making through the use of Mods in inZOI, including Your Mods. This means Mods cannot be sold, licensed, or rented for a fee, and they cannot include any features that enable monetary transactions. You may not provide exclusive content, features, or benefits to donors or supporters of any Mods. All users must have equal access to the full Mods once released. You are allowed to: use passive ads or donation requests, as long as they appear only on the distribution platforms and not inside the Mods themselves. share videos or other content about how you created your

Mods—including tutorials or showcases—on platforms (e.g., YouTube), and earn revenue through subscriptions, viewership, or other monetization methods permitted by those platforms, as long as the Mod itself is not monetized through those channels. Unless otherwise agreed in writing, the Company is not obligated to provide any compensation—monetary or otherwise—for Your Mods.

No Obligation to Approve or Support Mods. The Company is not obligated to accept, host, or distribute Mods. The Company does not review Mods for legality, functionality, or security, and makes no representations or warranties in this regard. The Company reserves the right to amend or terminate this policy at any time and for any reason without notice. This Policy aims to foster a vibrant and secure modding community while protecting intellectual property and user experiences. If you have any questions about creating or sharing Mods, please contact the [Help Center](#).

These terms may be provided in multiple languages for user convenience. In the event of any inconsistency between language versions, the English version shall prevail. Nonetheless, the Korean version shall prevail for Korean users.

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