



REDmod END USER LICENSE AGREEMENT

REDmod END USER LICENSE AGREEMENT Last updated: September 6th, 2022 Hello, we are CD PROJEKT RED and we are happy that you are interested in using REDmod! REDmod is a software tool which allows creation and development, as well as in-game use of modifications ("Mods") for our video game - Cyberpunk 2077. These are the legal rules (we'll call them "Rules") which we ask you to follow if you download, install or use REDmod in any way. We've also included some informal short summaries of each of these Rules (although remember that it's the full version which is legally binding). FULL TEXT

- 1. ABOUT THESE RULES** These Rules are a legally binding contract between you and CD PROJEKT S.A, with its seat at ul. Jagiellonska 74; 03-301, Warsaw, Poland (we may further call ourselves "CD PROJEKT RED" as CD PROJEKT S.A. is the legal entity CD PROJEKT RED is part of) regarding your use of REDmod. IMPORTANT: please also read our [CD PROJEKT RED User Agreement](#) which sets out the basic legal rules for most of our games and services, including REDmod. Our [Privacy Policy](#) describes how we collect, use and protect any personal information gathered from users. These Rules also supplement any terms and conditions of any digital distribution platforms, which you might use to download and use REDmod. In order to use the Mods in Cyberpunk 2077, you also have to accept our [Cyberpunk 2077 End User License Agreement](#)
- 2. WHAT YOU GET WITH REDMOD** We (meaning CD PROJEKT RED) give you the personal right (called a 'license' legally) to download, install and use REDmod on your personal device as long as you follow these Rules. This license is for your personal and non-commercial use only and doesn't give you ownership rights. At all times we continue to own the entirety of REDmod, its documentation, any updates or additional content for REDmod, manuals or other materials about them and the intellectual property rights in them, including all copyright, trademarks, patents and other legal things like that. REDmod might contain open source libraries. Your use of REDmod may therefore be subject to applicable open source licenses, to which you agree. You will find these licenses within REDmod.
- 3. WHAT YOU CAN'T DO WITH REDMOD** Please act reasonably and don't do anything with REDmod that is against the law, these Rules or CD PROJEKT RED User Agreement. A general list of what you should not do with any of our games and services may be found in the [CD PROJEKT RED User Agreement](#).
- 4. A FEW WORDS ABOUT MODS** You may use Mods created and developed with REDmod only as part of Cyberpunk 2077 (and not with other games or on a standalone basis) and only for non-commercial purposes. At the same time we do not claim any ownership of Mods. We do not monitor or endorse any Mods, nor are we responsible for any problems caused by Mods. You are responsible for the Mods you create. You retain the right to your original Mods, but you grant us a license to use your Mod (explained in detail in our [Fan Content Guidelines](#), further as "FCG") so that we can let others use your Mods together

with REDmod and Cyberpunk 2077. Please refer to our FCG to learn about other rules that apply to your Mods - for example that the Mods must not infringe anyone's intellectual property rights or be offensive. We may block the access to Mods that breach those rules. Sometime in the future we may, independently from your Mod, create and publish content for Cyberpunk 2077 which may be similar or identical to the content of your Mod. You waive any intellectual property (or other) claims you may have against us in relation to such content.

5. OTHER LEGAL STUFF As you see, this is a short document and we may amend these Rules over time. If so, we'll post an updated version and make reasonable efforts to notify you, where possible. Once we change these Rules, it will become legally binding on you 30 days after we post it online. Please also remember that these Rules are supplemented by CD PROJEKT RED User Agreement (https://regulations.cdprojektred.com/user_agreement). These Rules are here for a reason. As a result, if you break any of them or CD PROJEKT RED User Agreement, we reserve the right to cancel or suspend your access to REDmod. SHORT SUMMARY
6. ABOUT THESE RULES This is a legal agreement between you, dear community member, and us - CD PROJEKT RED - regarding REDmod. There is also another document called CD PROJEKT RED User Agreement that sets out the rules for our games and services that will apply to your use of REDmod. Don't forget that in order to use the Mods in Cyberpunk 2077, you need to accept Cyberpunk 2077 End User License Agreement as well.
7. WHAT YOU GET WITH REDMOD We grant you the right to use REDmod and we sincerely hope you will enjoy it. Please remember that it is our creation and remains our ownership. REDmod may contain open source libraries and you have to agree to those open source licenses if you want to use REDmod.
8. WHAT YOU CAN'T DO WITH REDMOD There are some things that we are not okay with, such as reverse engineering or repurposing REDmod – you will find more examples of things you should not do in our [CD PROJEKT RED User Agreement](#).
9. A FEW WORDS ABOUT MODS Mods can only be used together with Cyberpunk 2077. If you create a Mod, you own it and you are responsible for it. Go to our [Fan Content Guidelines](#) to learn what other rules may apply to your Mods (e.g. you cannot sell your Mods). We may develop some content for Cyberpunk 2077 which will be similar to the content of your Mod, but will be created independently (we won't use the source code or assets from your Mod) - in such case you agree to not bring any legal claims against us.
10. OTHER LEGAL STUFF We are not huge fans of rules but if you go against those, you may lose access to REDmod (temporarily or permanently). We are sure that nothing bad will happen, but the legal folks said this point has to be made here. Last thing - we may update this document in the future, but in such case we will post an updated version.