

DM_ColosseumBattle Licence Agreement (Non-Commercial):

1) Your Download:

This is a free non-negotiable licence that covers any current or future **non-commercial** projects made by you, using the following plugin(s):

[DM_ColosseumBattle.js](#),

subject to the terms and conditions included herein.

1.1) Contact:

If you have any questions regarding this licence you can contact me here:

Email(preferred):

admin@dplugins.com

support@dplugins.com

Social Media:

<https://www.facebook.com/Dplugins/>

1.2) FAQ:

Q:What defines a commercial project?

Any project, including but not limited to, that is for sale to the general public and generates revenue is considered commercial.

Q:Can I edit the plugin(s) for my own project(s)?

Yes. You can edit the plugin(s) **solely** for your own projects.

Q:Can I share my edits of the plugin(s) for others to use in their project(s)?

No. You can never share edits or any copies of the plugin(s) source code under any circumstances, regardless of which licence you have.

Q:Do I need to leave credit for the author of the plugin(s)?

No. Credit is not required but is available optionally.

Q:If at a later date the licence changes for new customers do I still keep my lifetime commercial use privileges?

Yes. If in your original copy of the licence it clearly states you can use the plugin(s) in more than one project, or for life, then you can never lose that licence. The only time a licence can change afterwards is if you break the original agreement in some way.

2) Definitions:

"Agreement" : This document.

"Downloader": You.

"Licence": The terms governing the use of the Plugin(s).

“Project”: Your game.

“Commercial”: Anything that generates revenue.

“Non-Commercial”: Anything that does not generate revenue, nor was ever intended to be sold, or make money from any medium.

“Dungeonmind” : Plugin Author.

“Plugin(s)” : The plugin(s) listed in this document under section 1.

3) Terms of Licence:

3.1) Under this licence, the downloader agrees to the following:

A. The plugin(s) is provided to you without warranty of any kind.

B. You may NOT sell or resell the plugin(s) for any purpose.

C. You acknowledge that under no circumstance shall Dungeonmind have any liability to you for any loss or damage of any kind incurred as a result of the use of the plugin(s) or reliance of the information provided by the plugin(s). Your use of the plugin(s) is solely at your own risk.

D. You may use the plugin(s) for any number of **non-commercial** projects provided you follow this licence as is and understand that Dungeonmind reserves the right to change or modify parts of this agreement to prevent misinterpretations not originally intended by the plugin(s) author.

E. The licensed plugin(s) may not be used, shared, transferred, sub-licensed, or redistributed in any way other than as part of the relevant project.

F. You must have purchased an upgraded licence from <https://dmplugins.com> or <https://dungeonmind.itch.io> before using the plugin(s) in a commercial project.