

**Hey there, Tank Commander! Ready to get your mod on? We know you're itching to tinker with Wee Tanks! and we're totally cool with it. Just keep in mind these simple rules for modding: no funny business, no breaking the game, and absolutely no turning tanks into unicorns (unless you're into that sort of thing).**

This Modding Policy should be read alongside the [Wee Tanks! Terms and Conditions](#), [Valve's Mod Content Usage Policy](#), and [Valve's Steam Subscriber Agreement](#).

Just like Wee Tanks, our Modding Policy can get updates too. Don't forget to check back periodically for the latest scoop.

## **1. Your responsibility**

1.1. Modders, listen up! You are the big cheese when it comes to your mod. That means it's your responsibility to:

1.1.1. Make sure your mod follows the rules of any hosting platforms, like Steam Workshop (and any other platforms where you want to share your mod).

1.1.2. Get permission or the necessary licenses for any third-party materials that you use in your mod (yes, that includes using materials from another mod - don't forget to get permission first!).

1.2. Hey, you users of mods! You're in charge of your own mod usage - we don't check them, and we can't take responsibility for them. So, use them wisely and at your own risk!

## **2. Modding restrictions**

2.1. If you are a player that uses mods: Respect modders' time, dedication, and talent. They have lives and are not usually paid for their work. Don't rush them, as it won't speed up the process.

2.2. Mod content. You are allowed to edit Wee Tanks! in any way you want, provided that you do not:

2.2.1. Editing Wee Tanks! in a way that intentionally causes harm to people's PCs or other devices, removes the login system, or allows players to access the game without purchasing it is strictly prohibited. This also includes any modifications made to future unreleased content and versions of Wee Tanks!.

2.2.2. Please don't create or publish objectionable or inappropriate content. This includes content that is intentionally offensive, abusive, obscene, discriminatory, racist, pornographic, aimed at harassing someone or a group, threatening, hateful, xenophobic, invasive of privacy, sexist, or defamatory.

2.2.3. Call or make your mod appear to be "Official".

2.3. Donations. Modders are welcome to receive donations or gifts from players who enjoy their mods, and we appreciate the time and effort put into creating them. However, mods that are exclusively available to donors or include in-mod content and bonuses are not permitted.

2.4. Commercialisation. Mod creators are not allowed to sell access to their mods or any mod content unless they have made other arrangements with us. Commissioned mods are allowed as long as they are not sold.

2.5. Hidden / Unexpected Content. Modders must clearly disclose all content and messages in their updates on the Steam Workshop description and pages, as well as within the mod itself. Any hidden or unexpected content must be attributed and visible, indicating where and from whom the content originated.

### **3. Ownership**

3.1. You own mods that you create. We own Wee Tanks!, our other property and everything in them.

3.2. To make Wee Tanks! the best game it can be, we require the right to use your mods. This means we can distribute them and make them available for other players to enjoy. By submitting your mods, you grant us a non-exclusive, permanent, sub-licensable, royalty-free, and worldwide license to use, modify, reproduce, create derivative works from, distribute, transmit, perform, communicate, and exploit your mods (or any part of them) in connection with Wee Tanks!. This license is irrevocable, so you can't change your mind once you've given us permission.

### **4. Third party content**

4.1. Feel free to modify other users' workshop submissions for personal use, but please do not submit work that is not your own without the mod owner's permission.

4.2. As stated in 1.1.2, if you include any third-party property in your mod, it is your responsibility to ensure that it is done in a legal and appropriate manner, including giving credit to the original owners within the Workshop description of your mod.

4.3. Although you may have obtained permission to not credit a mod owner, please note that failure to credit modders who have contributed substantially unique or directly linked work may result in your own mod being delisted. If a mod creator raises an issue with our moderation staff, credit will need to be given before your mod can be relisted.

### **5. Our use of your mods**

5.1. We are, technically, permitted under Steam's Subscriber Agreement to incorporate any mods submitted to Steam into Wee Tanks!.

5.2. Although it is a rare occurrence, if Wee Tanks! ever decides to use a modification, it will only do so after direct communication and a signed agreement between all parties involved. If a modder grants permission to Studio Kit to use their modification in the game, they cannot claim entitlement to any past, current, or future profits from the game unless this is agreed upon at the time of the permission being granted.

5.3. Separate from this, we reserve the right to implement any general gameplay ideas or features in Wee Tanks! irrespective of whether mods exist that accomplish the same goal. While we will respect people's personal creations and always ask for permission and offer

credit within the game before intentionally including any code, art or dialogue directly from mods with the core game: we do this out of respect to the authors and are not legally obliged.

## **6. Representations and Warranties**

6.1. You represent and warrant that:

6.1.1. your mod does not violate Valve's Mod Content Usage Policy, the Steam Subscriber Agreement, or our Wee Tanks! Terms and Conditions;

6.1.2. you have obtained all necessary rights and permissions to use the content within your mod, including but not limited to any intellectual property or other proprietary or personal rights;

6.1.3. the mod was created by you or you have the right to distribute the mod and its entire content.

## **7. Abandoned and Broken Mods**

7.1. Occasionally, mods created by an absent user may become abandoned or have been broken for a long time. In such cases, the community may step in to fix or expand the mods. If you plan to do so, we ask that you follow these guidelines:

7.1.1. Inform the Wee Tanks! Steam moderation team of your plans and seek their opinion via private message or email at [contact@weetanks.com](mailto:contact@weetanks.com).

7.1.2. Exhaust all possible avenues to contact the original mod author and seek their permission before proceeding.

7.1.3. Respect the original mod author's wishes if they have left instructions prohibiting expansion or re-upload of their mod.

7.1.4. If you re-upload an abandoned mod with a working version, give the original author full credit for their work.

***Thank you for reading fellow tank!***