

**GUIDELINES FOR CREATING MATERIALS
FOR REALMS DISTRIBUTION SP. Z O.O. FAN COMMUNITY MEMBERS**

(“Guidelines”)

It's amazing how dedicated fans we have. Every day, we're delighted that you enjoy our games, such as **Nemesis**, **Tainted Grail**, or **ISS Vanguard**!

We love seeing what you create, drawing inspiration from our titles. However, remember that **creating materials based on Our games and works, such as graphics, layouts, or additions, requires the Realms Distribution's consent.**

Please keep in mind that all the board games We create for you are the **result of the hard work of many people, dozens of hours developing the story, and days spent by graphic designers shaping the world and characters.** We're happy if you create something for yourself, your friends, or share it with Our fan community, and that's perfectly fine with us. However, in some cases, you need to be aware of Our Intellectual Property Rights.

We do not accept situations where someone impersonates Our work, tries to illegally obtain protection, or unethically commercializes additions to Our games.

To know which of your actions we accept and for which you need Our consent, we have prepared the Guidelines below to help guide you on how to proceed.

Below is a table in which you will find:

1. **rules and examples** of the actions We accept when creating and sharing materials prepared by you (points 1-6),
2. **what happens if someone violates the rules** of this document (points 7 and 9),
3. **our additional explanations** (points 10 and 11).

Below are some terms that will help you understand the Guidelines prepared for you:

1. **Materials** - created by you, based on games created by Us, of all kinds, especially graphics, layouts, mods, and game add-ons.
2. **We** (Our, Us, Ours, Ourselves, Our, Ours, etc.) - the Realms Distribution sp. z o.o. team.
3. **Intellectual Property Rights** - copyright (both moral and economic), protective rights to utility models and trademarks, and rights from registration for industrial designs belonging to Realms Distribution sp. z o.o. as the author and entitled to legal protection in the aforementioned scope, know-how.
4. **Guidelines** - this document.

If you are interested in creating Materials, below you will find guidelines to which We kindly ask you to adhere.

Additionally, if you contact us, for example, by writing to Us a private message, your personal data will be processed as described in the Privacy Policy, which can be found [HERE](#).



1.	creating Materials	<p>It is okay to create Materials for your own non-commercial use.</p> <p><i>Example:</i> <i>You've created your own add-on and want to play it with friends when they drop by on a Friday evening or with your partner on a Sunday afternoon – it's great that Our games have inspired you to be creative.</i></p>
2.	sharing Materials	<p>It's also acceptable if you want to share your Materials with other individuals within Our community of fans. However, we want you to remember that you can only do this within Our community and in a non-commercial manner (i.e., not making a profit from it). You can share them in any way – through board game forums, any Facebook group, or by printing the Materials you've created and sending them to interested fans (with the stipulation of non-commercial use, as explained in point 1 - only at the cost of printing and shipping to interested parties).</p> <p><i>Examples:</i></p> <ol style="list-style-type: none"> <li data-bbox="820 1218 1412 1417">I. <i>You've personally crafted a mod for Nemesis that your close group of friends enjoyed. You'd like to share it with Our fan community. No problem, you can post such a mod on a board game forum. Just remember not to do it for commercial purposes.</i> <li data-bbox="820 1417 1412 1827">II. <i>You've decided to print the add-on for Nemesis (at a print shop offering high-quality printing similar to the original title). You cover the cost of printing and shipping among yourselves – members of our fan community. Remember! This is non-commercial in nature, so you can only receive reimbursement for material costs (and any shipping expenses). Such sharing is entirely in line with the rules! However, such fan-created content should be appropriately labeled and meet certain conditions, as you will learn more about in the later sections of the Guidelines.</i> <p><i>What not to do:</i></p> <p><i>Entering into an agreement with a company to produce dozens of figures for Nemesis based on your project or mass distributing them through</i></p>

		<i>platforms like eBay would be a violation of Our Intellectual Property Rights.</i>
3.	labeling Materials	<p>When creating any Materials, we kindly ask you to prominently display information that it is an unofficial (fan-created) material, not produced in collaboration with Us and not authorized by Us. This applies to every Material created by you!</p> <p><i>Example information content:</i></p> <p><i>“The produced product is not manufactured or endorsed by Realms Distribution sp. z o.o. It is a manifestation of fan content created unofficially and without agreement with the Company.”</i></p> <p>In particular, do not use Our name, Our logo, or the logos of Our games when labeling the Materials you create. You can use the names of Our games, with a clear disclaimer placed prominently, stating that it is a fan-made addition created unofficially.</p>
4.	unlawful content	You cannot associate any of Our games or any element of Our world with content that would be unlawful, especially by connecting them with offensive, discriminatory content.
5.	method of Creating Materials	<p>You also cannot produce Materials that are deceptively similar to the original items created by Us, impersonate Us, or use Our logo, layouts, graphic materials, fonts*, sounds, or animations in a way that someone might think We created it.</p> <p><i>*In the case of layouts and graphic materials, their use is acceptable when it ensures the 'playability' of the Materials you create (i.e., so that the Materials are consistent with the title for which they were created and provide entertainment from the game). Regarding fonts, you are allowed to use a type of font that will not be unequivocally associated with the font used in the game title. You can draw inspiration from the original graphics, layouts, and fonts to create your Materials, but you cannot copy them and directly include them in the Materials. The assumption is that the Materials created by you must differ enough from the original titles so that at first glance, it can be determined that it is an expression of your creativity and not our production. Creating deceptively similar Materials to our titles violates the rules of the Guidelines. You will learn more about the consequences of such actions in the later sections. Once again, we kindly ask for a clear indication that this is fan content that was not created and consulted with Us.</i></p>
6.	use of Intellectual Property Rights in accordance with the Guidelines	Using Intellectual Property Rights for your Materials, such as graphic elements, names and pseudonyms of characters, or compositional layouts characteristic of Our games, if it complies with the principles described in the points above, is

		acceptable and does not require Our express written consent each time.
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DON'TS

7.	use of Intellectual Property Rights contrary to the Guidelines	<p>If you use Intellectual Property Rights to create Materials in a manner inconsistent with Our Guidelines, we will have to instruct the infringing party to cease and, at the same time, block their ability to further use Intellectual Property Rights.</p> <p>HERE you will learn how we will process your data.</p>
8.	use of others' Intellectual Property Rights	<p>We cannot agree to combine Our Intellectual Property Rights within Materials with the rights of other creators. Therefore, you cannot embed Our game in the world of Doctor Who, Lord of the Rings, or transplant characters from Star Trek into ISS Vanguard.</p>
9.	further legal steps	<p>In the case of continued infringement of Intellectual Property Rights, We will take all legal steps to protect them.</p> <p><i>Example:</i></p> <p><i>If such a person does not comply with Our instructions regarding the violation of the Guidelines, We will have to write to the administrator to remove their entry, Materials, or even take legal action in the appropriate court.</i></p>



OTHER

10.	remove of Materials	<p>We also reserve the right to request relevant individuals (administrators of websites, online platforms) to remove Materials created based on Intellectual Property Rights at any time and for any reason, without the need to justify Our request.</p>
11.	possibility of granting a license	<p>We reserve the right to enter into a licensing agreement with you for the publication of non-</p>

		commercial Materials that particularly capture Our attention. The sole criterion for such selection will be Our subjective evaluation.
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Thank you very much for reading the Guidelines, and We kindly ask you to adhere to it.

If you have any questions or concerns related to the content of the Guidelines, We encourage you to contact Our customer support or legal department. You can reach Us via email at legal@awakenrealms.com and [customer support ticket system](#). We hope that you will continue to be inspired by Our creativity and create as many creative initiatives as you have done so far.

Best regards,

Realms Distribution team