

Content policy

We hope that users, including gamers, fans, enthusiasts, cosplayers, smart boys and girls from all over the World will enjoy our game. Probably some of you would want to create something cool based on the gameplay process or this website's content – whether it would be the game translation on Twitch or on YouTube, or creation of a new amazing fan-fiction or music piece based on our ideas. The only such wish itself is very joyful for us, and we hope that it wouldn't be too complex for you to follow the rules which are welcomed and required by Protocol One when it comes to production of any kinds of your content based on our games.

What can I do?

We certainly welcome the non-commercial usage of Protocol One's content. You can use the texts from this website, indicating the source. Don't be shy to use our characters in role-playing games. We also welcome users translations or fiction written about these characters or our game's world. We encourage you to produce any videos based on our game or the content concerned to it. This could be walked through videos, video tutorials, machinima, animatics, parodies, whatever. Everything for which you have enough imagination.

You are free to monetize your videos on Twitch/YouTube or other similar sites by methods, usual for them (subscribes, advertisement, etc). If YouTube representatives will require from you any proofs that you're allowed to use our stuff – just show them this page.

Usage of any our content in videos must be non-commercial. By that we mean you can't charge users to view or access your videos created on the base of our game. You're also not allowed to sell such video stuff to third persons or license it, if it means any kind of payment.

Rules that we ask not to break

If want to help us to continue produce cool games, we ask you to not break some rules which are concerning our intellectual property and licensed content. It's hard to foresee anything but there are things which, as we think, are allowed or not to do:

- If you show the pre-Alpha version, early access version or any other not final version of our game, please tag this fact out respectively (understanding that final version of the game will definitely have better quality).
- We are welcome of monetizing – but – if you want to do something special, whether it would be selling of action figures of characters or commercial print production with our texts, you should connect to us and get consent. This is our IP and a huge amount of work have been constantly making, so, please, connect us to discuss it beforehand you do something described hereof.
- You are not allowed to use the game assets separately from the game itself. Please contact us if you want to use the music from the game – and we will contact you back if we see the opportunity to use it in your project.

- You can't reverse engineer our games to access the assets or do any other things that the games don't normally permit in order to create your Items or to obtain any in-game advantages.

If you have any questions, please email us at analytics@protocol.one.