

End-User License Agreement (EULA) of SCP: Secret Laboratory

Last Update: 22th December 2022

Definitions

- 1) 'Northwood', 'we' — Hubert Moszka Northwood, a legal entity (VAT ID: PL6972375104, Physical Address: Bohaterów Westerplatte 10/7, 64-100, Leszno, Poland) registered and located in the Republic of Poland.
- 2) 'Game', 'Software', 'SCP: Secret Laboratory' — a Game, developed by Northwood, named SCP: Secret Laboratory officially distributed on Steam under App ID 700330.
- 3) 'Dedicated Server' — a special version of the Game, distributed on Steam under App ID 996560, designed to run it on a server.
- 4) 'Player' — a person who uses the Game.
- 5) 'Server' — an instance of a Dedicated Server hosted by a Player.
- 6) 'Community' — an organized group of Players that play the Game.
- 7) 'Interfering with a process' — interacting with the process in any way, including but not limited to:
 - reading, writing, or modifying process memory;
 - injecting libraries/modules;
 - creating, suspending, resuming, or killing threads;
 - modifying network traffic received or sent by the process;
 - capturing encrypted network traffic received or sent by the process in order to decrypt them, or attempt to do so;
 - forwarding network traffic, or part of the traffic, to an Emulated Central Server.
- 8) 'Cheat' — a computer program, not developed by Northwood, that Interferes with the Game process, the Game anti-cheat system, or modifies the Game files, and provides, or may provide, advantage over Players that don't use this specific program.
- 9) 'Exploiting' — abusing weaknesses, limitations, or bugs of the Game, Dedicated Server, Anti-cheat System, or Central Server.
- 10) 'Anti-cheat System' — a solution that we use to automatically detect use of Cheats, Exploits, bypassing bans and other EULA violations, and to implement Hardware ID bans. One part of the System runs on the Player's computer (only when the Game is running), the second part runs on the Central Servers.

11) 'Central Server' — a server hosted by Northwood that handles authentication of Players, generation of the in-game list of public Servers, or server-side part of the Anti-cheat System.

12) 'Emulated Central Server' — a server that is not hosted or managed by Northwood and provides at least some of the functionality of a Central Server for the Game or Anti-cheat System.

13) 'Bot' — a program that pretends to be a Player playing on a Server.

14) 'Hardware ID' — a set of identifiers of the computer and operating system that allows distinguishing multiple computers from each other.

15) 'Hardware ID Spoofer' — a program designed to change at least some of the parameters used to generate Hardware ID in order to make the computer look like a different computer and potentially bypass a Hardware ID ban.

16) 'VPN', 'Proxy' — method of forwarding data sent and received by the Game or Anti-cheat System through a remote server that hides the real IP address of the Player.

17) 'Virtual Machine' — software emulating a computer.

Preamble

This End-User License Agreement ('EULA') is a legal agreement between you and Northwood.

This EULA governs your use of the Game, and acquisition directly from Northwood, or indirectly through a Northwood authorized reseller or distributor.

Please read this EULA carefully before completing the installation process and using the Software. It provides a license to use the Software and contains warranty information and liability disclaimers.

If you are entering into this EULA on behalf of a company or other legal entity, you represent that you have the authority to bind such entity and its affiliates to these terms and conditions. If you do not have such authority, or if you do not agree with the terms and conditions of this EULA, do not install or use the Software, and you must not accept this EULA.

This EULA shall apply only to the Software supplied by Northwood herewith, regardless of whether other software is referred to or described herein. The terms also apply to any updates, Dedicated Server, supplements, Internet-based services, and support services for the Software, unless other terms accompany those items on delivery. If so, those terms apply.

License Grant

1) You are permitted to load the SCP: Secret Laboratory Software on any device under your control. You are responsible for ensuring your device meets the minimum requirements of the SCP: Secret Laboratory Software.

2) The majority of the assets of this Software are licensed under Creative Commons Attribution-ShareAlike 3.0 International License (legal text: <https://creativecommons.org/licenses/by-sa/3.0/legalcode>). Source code (including compiled forms), our Anti-cheat System, and some of the 3rd party assets are licensed differently. Please check the license.txt file (in the root directory of the Game files) for more information.

3) You are permitted to make any modifications, except of modifications ignoring, changing, or interfering with Player's privacy or accessibility options in the Game settings, in the Dedicated Server. If you would like to put your server on the public list of servers, some restrictions may apply.

4) The game, by default, runs in 'Online Mode', which means that our Anti-cheat System is running together with the Game.

5) You are permitted to modify the Game only if it's running in 'Offline Mode', which means that all of the conditions below are satisfied:

- The Game does not connect to the Central Servers and Emulated Central Servers;
- There is no centralized authentication service enabled in the game;
- There is no in-game list of servers;
- Client-side part of the Anti-cheat System is not running;
- It is not possible to join any Server not running in Offline Mode;
- It is not possible to enable or disable Offline Mode without shutting down the entire Game process.

6) Any modifications — including, but not limited to, Interfering with the Game process and modifications of Game files (excluding configuration files and translation files) — of the Game not running in Offline Mode are strictly forbidden.

7) Reverse engineering, or bypassing the Anti-cheat System or Hardware ID bans system, or attempting to do so, is forbidden.

8) Developing, hosting, distributing, sharing, or using an Emulated Central Server is forbidden.

9) Redirecting network traffic, or some part of the traffic, to an Emulated Central Server, or modifying, blocking, or intercepting that traffic in any way is forbidden.

10) Using, attempting to use, developing, distributing, or sharing Cheats, tools allowing Exploiting, or tools allowing bypassing our Anti-cheat System or Hardware ID bans for the Game

is forbidden. It is also forbidden to provide any kind of support (eg. in usage, configuration, installation, distribution, or development) for Cheats and tools specified.

11) Exploiting, or providing information on how to Exploit is forbidden.

12) Sharing, or distribution of Northwood confidential data, trade secrets, and any other non-public data is forbidden.

13) It is forbidden to attack (including computer attacks, such as DDoS attacks, or breaching security of IT Infrastructure); grief; raid; harm; scam; threaten; distribute malware; cause any damage, or harass Northwood; any Player; Server or Community, or violate the rules of any Server or Community.

14) It is forbidden to use the Game, any Game resource, or any information obtained by possessing or using the Game to perform any of the malicious actions described above, violate Steam Subscriber Agreement, or any other agreement or law.

15) It is forbidden to bypass bans issued on any Server or Community and bans issued by Northwood.

16) Behaving on any Server, Community, or directly with any member of the Community in a manner that is detrimental to the enjoyment of the Game by other Players as intended by us. This includes:

- a) Use of abusive or offensive language;
- b) Promoting hatred, discrimination, racism, bullying, harrasment, or illegal activities;
- c) Behaving in a disruptive or harmful manner;
- d) Behaving contrary to public morality.

17) Impersonation of Northwood, Server or Community staff, or impersonating or faking any affiliation with them is forbidden.

18) Using Bots on Servers that don't explicitly allow use of Bots, or without an explicit permission obtained from the owner of the Server, is forbidden.

19) A copy of this EULA and the 'license.txt' file, without any modifications, must be retained in the Game files.

20) The Game contains a Voice Chat. In an unmodded Game client, the Game only listens and transmits sounds from your microphone when you press and hold the push-to-talk Voice Chat button (which can be customized in the Game settings). Pressing the push-to-talk button is always indicated by a microphone icon in the bottom center of the Game window. The microphone is not used for any other purpose. Unmodified servers do not store the transmitted audio. Northwood has no access to microphone input on Community Servers.

21) The Game contains various privacy and accessibility options that can be changed from the Game main menu. Every Player should review and adjust them to their own needs.

EULA Violations

1) Violation of the EULA may result in preventing you from playing the Game on a majority of the servers (including all servers on the in-game lists of servers). We use various technical means to enforce this, including:

- Issuing a ban on your account, or accounts, (this may include issuing a Publisher Ban on Steam);
- Issuing an IP address ban;
- Issuing an IP addresses range ban;
- Issuing an ASN (Autonomous System Number) ban;
- Issuing a Hardware ID ban;
- Detecting the use of VPNs, Proxies, and other methods of changing IP address;
- Detecting running the game on Virtual Machines;
- Detecting the use of Hardware ID Spoofers, and other methods of changing the Hardware ID of the computer used to play the Game.

2) Incorrectly issued bans can be appealed using procedures posted by us in the following locations:

- Proper, well-indicated article on the official support website of the Game (<https://support.scpslgame.com/>);
- Proper subforum of the Steam Community Hub discussions of our Game, as a pinned thread.

3) If the procedures mentioned above cannot be followed, the appeal may be sent via email to appeal@scpslgame.com. The email must contain an explanation why following the procedures was not possible.

4) Ban appeals are only considered 'valid' if they are sent according to the procedure(s) mentioned above and when all of the conditions listed below are satisfied:

- a) The appeal was sent within 14 days of the ban being issued (this does not apply to IP address bans, IP addresses range bans, and ASN bans);
- b) No valid appeal related to the appealed ban was submitted in the past by the Player affected by the ban;
- c) The appeal is written in English;
- d) If required by the procedure, or if the appeal is sent via email, the appeal contains a unique ID of the banned account (eg. SteamID64, for IP address bans, IP address range bans and ASN bans: banned IP address);
- e) If possible, an explanation why the ban is issued incorrectly.

5) We reserve the right to not process invalid ban appeals.

6) If new facts that may heavily impact the verdict have become known:

- a) The 14 days time period described in rule 4a) is counted from the day when the facts became known to the banned Player;
- b) Ban appeals submitted before the facts have become known are not counted as submitted for the 4b) rule;
- c) Ban appeals should be submitted via email to appeal@scpslgame.com and it should be clearly indicated that these are new facts.

Intellectual Property and Ownership

Copyright holders (specified in 'license.txt' file in the Game directory) shall, at all times, retain ownership of the Software as originally downloaded by you and all subsequent downloads of the Software by you. The Software (and the copyright, and other intellectual property rights of whatever nature in the Software, including any modifications made thereto) are, and shall remain, their property.

Termination

This EULA is effective from the date you first use the Software and continues until terminated. You may terminate it at any time upon uninstalling the Software. If you have installed the Game using Steam, you need to remove the Game from your Steam account (you can do that at <https://help.steampowered.com/en/wizard/HelpWithGame/?appid=700330>).

It will also terminate immediately if you fail to comply with any term of this EULA. Upon such termination, the licenses granted by this EULA will immediately terminate and you agree to stop all access and use of the Software. The provisions that, by their nature, continue and survive will survive any termination of this EULA.

Issued bans are still effective, and may be appealed, after EULA termination or change.

Termination of previous versions of the EULA and Ban Policy

- 1) All prior versions of the Game EULA are immediately terminated once this version of the EULA is accepted.
- 2) All versions of EULA without an indicated last update date are considered as released prior to this version.
- 3) All versions of Ban Policy, unless issued after the release of this version of EULA (according to the last update date), are no longer effective.

Governing Law

This EULA, and any dispute arising out of, or in connection with, this EULA, shall be governed by and construed in accordance with the laws of the Republic of Poland.

Warranty

THE SOFTWARE IS PROVIDED 'AS IS', WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, AND NON INFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES, OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT, OR OTHERWISE, ARISING FROM, OUT OF, OR IN CONNECTION WITH THE SOFTWARE, OR THE USE, OR OTHER DEALINGS IN THE SOFTWARE.