SIYLLAMA

Jade Spring is a fan game for *Guild Wars 2*, an MMO developed by ArenaNet. *Jade Spring*'s distribution is governed by ArenaNet's Content Terms of Use, which describes their rules for fan projects. It is available here: https://www.arena.net/en/legal/content-terms-of-use. (ArenaNet does not offer a pathway to individually approving a fan project.) I have made every effort to follow these terms of use in developing *Jade Spring*, including the following:

- **Developed and distributed non-commercially as an individual (I., II.).** *Jade Spring* is developed and distributed by me as an individual. It does not, and never will, ask for any kind of financial benefit.
- **Originality (II.).** While *Jade Spring*, as a fan game, heavily leans on the themes, lore, and designs featured in *Guild Wars 2*, it does not take any assets, art, music, or writing directly from *Guild Wars 2*. All models, art assets, and musical compositions are original creations. I am happy to demonstrate evidence of this if necessary.
- **Appropriate content and categories (II.).** *Jade Spring* does not include any objectionable content. It does not fall under any prohibited category (translation, commercial adaptation, NFT, or exploit).
- **Clarity of property (II.).** *Jade Spring* is clearly marketed as a fan game (i.e., throughout its Steam description, and in its trailer). The disclaimer required by these terms (under section II. 5.) is included both at the bottom of the Steam store page description, and in the End User License Agreement. As of the most recent build (18398664), the disclaimer has also been included on the game's splash screen, and in the credits pane available from the main menu. The credits pane additionally links to ArenaNet's Content Terms of Use.

Slyllama
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