



CASE MANAGEMENT SYSTEM

Case Management System Universal Terms Privacy Policy and Proprietary Software License

The Falls Gaming, LLC d/b/a Solvora Studios | Effective October 17, 2026

This consolidated document contains the Terms of Service, Privacy Policy, and Proprietary Software License in one publication-ready reference.

Document Map

Part	Purpose
Part I	Terms governing access to and use of the Service
Part II	Privacy disclosures for CMSO and the official Discord application
Part III	Proprietary software and source-code license

Effective date: October 17, 2026

Last updated: October 24, 2026

This document consolidates the terms governing use of the Case Management System service, the privacy disclosures for the Service and official Discord application, and the proprietary license governing the software and source code.

Document Order and Precedence

Part I governs access to and use of the Service. Part II governs privacy disclosures and information-handling practices. Part III governs possession, installation, copying, modification, distribution, and other use of the software and source code. If provisions conflict, the part addressing the specific subject controls. Third-party terms govern the applicable third-party platform or component.

Part I Terms of Service

Effective date: October 17, 2026

Last updated: October 24, 2026

These Terms of Service (**Terms**) govern access to and use of Case Management System and Case Management System Online, including the official Case Management System Discord application, websites, hosted services, and related interfaces (collectively, the **Service**). The Service is developed and licensed by **The Falls Gaming, LLC, doing business as Solvora Studios** (Solvora Studios, we, us, or our).

By installing, authorizing, accessing, or using the Service, you agree to these Terms. If you use the Service for an organization or Discord community, you represent that you have authority to bind that organization to these Terms. If you do not agree, do not install, authorize, access, or use the Service.

1 Relationship to the Software License and Privacy Policy

These Terms govern use of the Service. The separate Proprietary Software License governs possession, installation, copying, modification, distribution, and other use of the software and source code. The Privacy Policy explains how information is processed.

If the documents conflict, the Proprietary Software License controls software and source-code rights, the Privacy Policy controls privacy disclosures, and these Terms control use of the Service. Third-party terms control the applicable third-party platform or service.

2 Eligibility

You must be at least 13 years old and meet the minimum age required by Discord and the law of your jurisdiction. A Community Operator may impose a higher minimum age. If you use the Service on behalf of an organization, you must have authority to do so.

The Service is not available to anyone prohibited from using it under applicable law, sanctions, export controls, Discord rules, or a Community Operator's rules.

3 Community Operators and Independent Deployments

CMS and CMSO may be self-hosted, hosted for one organization, or operated through infrastructure selected by a customer or community. The organization or Discord community that configures a deployment (the **Community Operator**) controls its users, permissions, records, integrations, and operating decisions.

Unless a deployment is expressly identified as being controlled by The Falls Gaming, LLC, the Community Operator - not The Falls Gaming, LLC - is responsible for that deployment's administration, content, moderation, retention, security configuration, and user support. The Community Operator may publish additional rules. Those rules apply in addition to these Terms but may not grant rights in the software that conflict with the Proprietary Software License.

4 Accounts Authorization and Access

The Service may use Discord OAuth, Discord roles, passwords, sessions, or other configured authentication methods. You agree to:

- provide accurate authorization information;
- use only accounts and communities you are authorized to access;
- protect passwords, recovery codes, session tokens, and administrator credentials;
- promptly report suspected compromise or unauthorized access; and
- comply with role, classification, record, and community access restrictions.

You are responsible for activity performed through your account unless caused by our breach of an applicable legal duty. You may not share an account or evade an access restriction.

5 Limited Right to Use the Service

Subject to these Terms, the Proprietary Software License, applicable Community Operator rules, and all required fees or agreements, you may use the Service only for its intended case-management, records, intake, ticketing, evidence, workflow, administrative, and community functions.

These Terms do not transfer ownership of the Service or grant any right to copy, modify, redistribute, resell, host, white-label, or create derivatives of the software. Any such rights arise only under the Proprietary Software License or a separate written agreement with The Falls Gaming, LLC.

6 User Content and Community Records

User Content means information, text, forms, records, files, images, video, links, and other material submitted to the Service by or for a user or Community Operator.

You retain any ownership rights you lawfully hold in your User Content. You grant us and the applicable Community Operator a non-exclusive, worldwide, royalty-free license to host, copy, process, transmit, display, format, and create technical derivatives of User Content only as reasonably necessary to operate, secure, support, and improve the Service; comply with configured workflows; and meet legal obligations. This license ends when the content is deleted from active systems, except for temporary backups, audit records, lawful retention, and rights that must survive by their nature.

You represent that you have the rights and authority necessary to submit User Content and direct its processing. You are responsible for its accuracy, legality, classification, and appropriateness. The Service does not independently verify that a community record is true, complete, lawfully obtained, or suitable for an official purpose.

7 Administrative and Community Responsibilities

Community Operators and administrators agree to:

- obtain all permissions and provide all notices required for their deployment;
- configure roles, permissions, classifications, retention, integrations, and backups responsibly;
- restrict administrative and sensitive-record access to authorized users;
- respond to access, correction, deletion, and support requests concerning records they control;

- avoid collecting unnecessary real-world sensitive information;
- maintain the security of their servers, domains, databases, credentials, and connected services;
- comply with Discord's terms and policies and all applicable laws; and
- ensure their users understand that community or roleplay records are not automatically verified real-world records.

Administrators may take actions that affect users and records within their deployment. We are not responsible for an independent Community Operator's moderation, employment, gaming, disciplinary, adjudicative, or recordkeeping decisions.

8 Acceptable Use

You may use the Service only lawfully, within your authorization, and consistently with its intended functions. You must respect the privacy, intellectual property, safety, and access rights of others.

When a feature performs an external action, you must clearly understand and intend that action. You may not use automation, integrations, or permissions to act on another user's or community's behalf without authorization.

9 Prohibited Conduct

You may not use or attempt to use the Service to:

- violate law, court order, Discord's terms or policies, or another binding agreement;
- access, alter, delete, disclose, or export a record without authorization;
- impersonate another person or misrepresent authority, identity, evidence, or record status;
- harass, threaten, exploit, defraud, discriminate against, or endanger another person;
- submit malware, malicious code, stolen credentials, or content designed to disrupt or compromise a system;
- bypass authentication, permissions, classifications, rate limits, logging, retention, or security controls;
- scrape, mine, bulk-export, profile, or monitor users except as expressly authorized for the Service's stated function;
- sell, license, disclose, or commercialize Discord API data;
- use Discord message content to train an artificial-intelligence or machine-learning model without Discord's express permission;
- submit real-world financial information, protected health information, government credentials, passwords, or other highly sensitive information unless lawfully required and appropriately safeguarded by the Community Operator;
- infringe intellectual-property, privacy, publicity, contractual, or other rights;
- create false evidence, falsify an audit trail, conceal unauthorized activity, or interfere with an investigation of misuse; or
- use the Service in a manner that creates an unreasonable security, legal, or operational risk.

10 Discord and Other Third Party Services

The Service may interoperate with Discord and optional third parties. Your use of a third-party service remains subject to that provider's terms and policies. Discord is not a party to these Terms, does not sponsor or endorse the Service, and is not responsible for it.

You must comply with Discord's Terms of Service, Community Guidelines, Developer Terms of Service, and Developer Policy when applicable. We may modify, suspend, or remove an integration when necessary to comply with a third party's requirements or technical changes.

Third-party services may become unavailable, change features, impose limits, or discontinue access. We do not control and are not responsible for those events.

11 Privacy

The [Case Management System Privacy Policy](#) is incorporated into these Terms by reference. Community Operators may provide additional privacy notices for their deployments. If you submit information about another person, you are responsible for having a lawful basis and giving any required notice.

12 Service Changes Availability and Support

We may add, change, limit, suspend, or discontinue features. We may deploy security updates and take emergency action without advance notice. We do not guarantee that every feature or integration will always be available, uninterrupted, compatible, or error-free.

Support, service levels, hosting, backups, upgrades, and restoration obligations exist only when stated in a separate written agreement. Community Operators are responsible for maintaining independent copies of information they cannot afford to lose.

13 Suspension and Termination

We or a Community Operator may suspend or terminate access when reasonably necessary to:

- address a violation of these Terms, the Proprietary Software License, Community Operator rules, or third-party requirements;
- protect users, records, the Service, Discord, or another system;
- respond to legal process or a security incident;
- prevent fraud, abuse, or unauthorized access;
- address nonpayment under a separate agreement; or
- discontinue the Service or a deployment.

When these Terms end, your right to use the Service ends. Provisions concerning ownership, User Content already processed, disclaimers, liability, indemnity, disputes, and other provisions that should survive will remain effective. Termination of Service access does not expand or preserve software-license rights.

14 Intellectual Property

The Service, software, design, documentation, trademarks, and related intellectual property are owned by The Falls Gaming, LLC or its licensors. Except for the limited right to use the Service, no right is granted by implication, estoppel, or otherwise.

If you provide a suggestion, correction, or feedback, you grant us a perpetual, irrevocable, worldwide, royalty-free right to use it without restriction or compensation, unless a separate written agreement states otherwise.

15 Copyright and Rights Complaints

If you believe content processed through a deployment infringes your rights, contact the applicable Community Operator. For content controlled by us, use the support contact published in the official Case Management System Discord application profile or installation page and provide enough information to identify the work, the challenged material, your authority, and a reliable method of contact.

We may remove or restrict content when reasonably necessary to address a credible complaint or legal obligation.

16 Disclaimers

THE SERVICE IS PROVIDED **AS IS** AND **AS AVAILABLE**. TO THE MAXIMUM EXTENT PERMITTED BY LAW, THE FALLS GAMING, LLC AND ITS LICENSORS DISCLAIM ALL EXPRESS, IMPLIED, AND STATUTORY WARRANTIES, INCLUDING

MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, TITLE, NON-INFRINGEMENT, ACCURACY, SECURITY, AVAILABILITY, AND RESULTS.

THE SERVICE DOES NOT PROVIDE LEGAL ADVICE, LAW-ENFORCEMENT AUTHORITY, EMERGENCY SERVICES, OR A GUARANTEE THAT A RECORD OR EVIDENCE ITEM IS TRUE OR ADMISSIBLE. IT IS NOT WARRANTED FOR ANY PARTICULAR LEGAL, REGULATORY, EVIDENTIARY, PUBLIC-SAFETY, OR RECORD-RETENTION REQUIREMENT. USERS AND COMMUNITY OPERATORS MUST INDEPENDENTLY DETERMINE WHETHER THEIR USE IS APPROPRIATE AND LAWFUL.

Some jurisdictions do not allow certain warranty exclusions, so some exclusions may not apply to you.

17 Limitation of Liability

TO THE MAXIMUM EXTENT PERMITTED BY LAW, THE FALLS GAMING, LLC, ITS AFFILIATES, LICENSORS, SERVICE PROVIDERS, OFFICERS, MEMBERS, EMPLOYEES, AND AGENTS WILL NOT BE LIABLE FOR ANY INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, CONSEQUENTIAL, OR PUNITIVE DAMAGES; LOSS OF DATA, RECORDS, EVIDENCE, PROFITS, REVENUE, GOODWILL, OR BUSINESS; OR COST OF SUBSTITUTE SERVICES, ARISING FROM OR RELATED TO THE SERVICE OR THESE TERMS, EVEN IF ADVISED OF THE POSSIBILITY.

TO THE MAXIMUM EXTENT PERMITTED BY LAW, THEIR TOTAL AGGREGATE LIABILITY ARISING FROM OR RELATED TO THE SERVICE OR THESE TERMS WILL NOT EXCEED THE GREATER OF THE AMOUNT YOU PAID DIRECTLY TO THE FALLS GAMING, LLC FOR THE SERVICE DURING THE TWELVE MONTHS BEFORE THE EVENT GIVING RISE TO THE CLAIM OR ONE HUNDRED UNITED STATES DOLLARS (USD 100).

The limitations do not apply to liability that cannot lawfully be limited.

18 Indemnification

To the extent permitted by law, you and any organization you represent will defend, indemnify, and hold harmless The Falls Gaming, LLC and its affiliates, licensors, service providers, officers, members, employees, and agents from claims, liabilities, damages, judgments, losses, costs, and reasonable legal fees arising from your User Content, your deployment or administration of the Service, your violation of these Terms or law, or your infringement of another person's rights.

This section does not require an individual consumer to indemnify a party where prohibited by applicable law.

19 Governing Law and Disputes

These Terms are governed by the laws of the jurisdiction in which The Falls Gaming, LLC is established, without regard to conflict-of-law rules. The courts of that jurisdiction have exclusive venue, except where applicable consumer law requires another forum or governing law.

Before filing a claim, the parties will attempt in good faith to resolve the dispute through the official support contact. Either party may seek urgent injunctive relief when necessary to protect security, confidentiality, access controls, or intellectual-property rights.

20 General Terms

If a provision is unenforceable, it will be modified only to the minimum extent necessary and the remaining provisions will continue. A failure to enforce a provision is not a waiver. You may not assign these Terms without our written consent. We may assign them as part of a merger, reorganization, asset transfer, or by operation of law.

These Terms, the Privacy Policy, the Proprietary Software License when applicable, and any separate written service agreement constitute the applicable agreement concerning the Service. A purchase order or other user-supplied term does not modify them unless expressly accepted in a signed writing.

21 Changes to These Terms

We may update these Terms to reflect changes in the Service, law, security practices, or third-party requirements. The effective date will be updated. Material changes may also be announced through the Service, official support server, repository release notes, or another reasonable channel. Continued use after the effective date constitutes acceptance where permitted by law.

22 Contact

For deployment-specific questions, contact the relevant Community Operator. For the official Case Management System Discord application or a service controlled by The Falls Gaming, LLC, use the support contact or support server published in the application's official Discord profile or installation page.

Part II Privacy Policy

Effective date: October 17, 2026

Last updated: October 24, 2026

This Privacy Policy explains how Case Management System and Case Management System Online, including the official Case Management System Discord application (collectively, the **Service**), process information. The Service is developed and licensed by **The Falls Gaming, LLC, doing business as Solvora Studios** (Solvora Studios, we, us, or our).

CMS and CMSO may be self-hosted, hosted for one organization, or connected to optional third-party services. The organization or Discord community that configures and operates a particular deployment (the **Community Operator**) controls the records and configuration within that deployment. This policy describes our general practices for the official application and our controlled services. A Community Operator may provide additional notices that apply to its deployment.

1 Scope

This policy applies when you:

- interact with the official Case Management System Discord application;
- sign in to or use a CMS or CMSO deployment controlled by us;
- submit a form, service request, ticket, report, record, evidence item, or other content through the Service; or
- contact us about support, privacy, security, or account administration.

For an independently operated or self-hosted deployment, the Community Operator is responsible for that deployment's collection, use, retention, disclosure, and deletion of information. Direct deployment-specific questions and requests to that Community Operator first.

2 Information We Process

The Service may process the following categories of information, depending on how a Community Operator configures it and which features you use.

2.1 Discord account and server information

- Discord user ID, username, display name, avatar, and related profile information;
- Discord server or guild ID, channel ID, role ID, role membership, permission information, and server configuration;
- interaction IDs, command names, form or modal responses, timestamps, and other information needed to process an interaction;

- message IDs, thread IDs, webhook information, and message content when a configured feature requires that content and Discord permits access; and
- authentication tokens, session identifiers, and OAuth authorization details needed to sign you in and connect the Service to Discord. Secret credentials are not intended to be displayed to other users.

2.2 Community and case management information

- forms, reports, tickets, service requests, applications, and responses;
- citizen or member profiles, display names, community-issued identifiers, roleplay identifiers, affiliations, and contact details entered by authorized users;
- case files, investigations, court or administrative records, offenses, notes, assignments, decisions, and audit history;
- evidence metadata, uploaded files, images, videos, links, serial numbers, vehicle plates, fingerprint identifiers, and related associations;
- configuration data, access-control rules, connected roles, channels, categories, integrations, and retention settings; and
- any other content that a user or Community Operator chooses to submit to the Service.

The Service is commonly used for gaming, simulation, roleplay, and community administration. Users should not enter real-world government identifiers, financial account information, medical information, passwords, or other legally protected or highly sensitive personal information unless the Community Operator has a lawful, documented reason and has configured appropriate safeguards.

2.3 Technical and security information

- IP address, browser and device information, operating system, request time, referring page, and diagnostic information;
- login, session, security-event, audit, rate-limit, and error logs;
- storage usage, feature usage, and performance information; and
- records needed to prevent abuse, investigate incidents, and maintain the Service.

2.4 Support and communications

We may process the content of support requests, reports, deletion requests, security notices, and other communications, together with the contact and account information needed to respond.

3 How We Obtain Information

We obtain information:

- directly from users and Community Operators;
- from Discord through its APIs and OAuth services;
- from optional integrations enabled by a Community Operator, such as file-hosting, cloud-document, media, or game-server services;
- automatically from the browser, server, and security logs; and
- from authorized administrators who create, update, link, or import records.

4 How We Use Information

We process information only as reasonably necessary to:

- authenticate users and apply role-based permissions;
- receive and respond to commands, interactions, forms, requests, and tickets;
- create, organize, search, link, display, audit, and retain authorized community records;
- provide evidence, record, workflow, notification, and document-generation features;
- send configured Discord messages, notifications, reminders, and status updates;
- operate, secure, troubleshoot, maintain, and improve the Service;

- enforce the Terms of Service, license terms, and Community Operator rules;
- investigate fraud, abuse, security incidents, and unauthorized access;
- comply with Discord's requirements and applicable law; and
- respond to user requests and legal process.

We do not sell Discord API data or personal information. We do not disclose Discord API data to data brokers or advertising networks, and we do not use message content obtained through Discord APIs to train machine-learning or artificial-intelligence models.

5 Legal Bases Where Applicable

Where privacy law requires a legal basis, processing may be based on:

- performance of a contract or steps requested before entering a contract;
- our legitimate interests or a Community Operator's legitimate interests in operating, securing, and administering the Service;
- consent, when consent is requested and may be withdrawn;
- compliance with a legal obligation; or
- protection of the rights, safety, and security of users, communities, the public, Discord, and the Service.

The applicable basis depends on the feature, deployment, jurisdiction, and relationship between the user and the Community Operator.

6 How Information Is Shared

Information may be disclosed only as described below and subject to applicable permissions and law.

6.1 Authorized community users

Records and content may be visible to Community Operators and to users assigned authorized roles. Visibility may depend on community membership, record type, classification, assignment, role, and other access controls.

Community Operators are responsible for assigning permissions appropriately.

6.2 Service providers

We and Community Operators may use hosting, storage, database, security, communications, media, and support providers to operate the Service. These providers may process information only to provide their contracted services and subject to applicable confidentiality and data-protection obligations.

6.3 Optional integrations

If enabled, information may be exchanged with Discord, Google services, FiveManage, Wispybyte, game-server systems, or another integration selected by the Community Operator. Each third party processes information under its own terms and privacy policy. The Service does not enable every integration in every deployment.

6.4 Legal and safety disclosures

Information may be preserved or disclosed when reasonably necessary to comply with law, legal process, or a valid governmental request; protect rights or safety; investigate abuse or a security incident; enforce applicable terms; or establish, exercise, or defend legal claims.

6.5 Organizational changes

Information may be transferred as part of a merger, acquisition, financing, reorganization, bankruptcy, or sale of assets, subject to applicable law and continued protection of the information.

7 Data Retention

We retain information only for as long as reasonably necessary for the purposes described in this policy, to comply with law, to resolve disputes, and to enforce agreements. Retention varies by record type and deployment configuration.

- Discord API data is retained only while necessary for the Service's stated functionality or another lawful requirement.
- Session and authentication data generally remain only for the active session or configured session lifetime.
- Operational, security, and audit logs may be retained for a limited period needed for security, accountability, troubleshooting, and legal compliance.
- Community records remain according to the Community Operator's configured retention rules, administrative decisions, backup schedule, and legal obligations.
- Evidence media and files may have separate retention periods displayed within the Service.
- Backups may retain deleted information temporarily until the backup cycle expires.

Subject to applicable law, Discord API data will be updated or deleted when Discord or the affected user validly requests it, when it is no longer needed for approved functionality, or when operation of the relevant application ends.

8 Security

We use reasonable administrative, technical, and organizational safeguards designed to protect information from unauthorized access, alteration, disclosure, loss, or destruction. Safeguards may include access controls, role-based authorization, audit logs, credential protection, secure transport, encryption where supported, backups, and incident-response procedures.

No system is completely secure. Users and Community Operators must protect their credentials, restrict administrative access, install security updates, maintain secure hosting, and configure integrations responsibly. A self-hosted Community Operator is responsible for the security of its servers, databases, backups, domains, certificates, and administrator accounts.

9 Your Choices and Privacy Rights

Depending on applicable law, you may have rights to request access, correction, deletion, restriction, objection, portability, or withdrawal of consent. You may also have the right to complain to a privacy regulator.

To exercise a right or request deletion of Discord API data:

1. Contact the administrators of the Discord server or organization that operates the relevant CMSO deployment.
2. For the official Case Management System application or a deployment controlled by The Falls Gaming, LLC, use the support contact or support server linked from the application's official Discord profile or installation page and clearly label the request **Privacy Request**.
3. Include your Discord user ID, the affected community or server ID, the relevant record identifier if known, and the specific action requested. Do not send passwords, authentication tokens, or unnecessary sensitive information.

We or the Community Operator may need to verify your identity and authority before acting. A request may be limited or denied where retention is required by law, necessary to protect another person, needed for security or fraud prevention, or otherwise permitted by applicable law. When deletion of a complete record is not permitted, identifying information may be restricted, corrected, or de-identified where appropriate.

Removing the application from a Discord server or revoking OAuth access stops future access through that authorization but may not automatically delete records previously submitted to a separately operated CMSO deployment. Submit a deletion request to the relevant Community Operator for those records.

10 Children and Minimum Age

The Service is not directed to children under 13 or under the minimum age required to use Discord in their jurisdiction, whichever is higher. We do not knowingly collect Discord API data from a person who may not lawfully use Discord. If you believe prohibited information has been submitted, contact the relevant Community Operator or the official support contact so it can be reviewed and deleted as appropriate.

11 International Processing

Information may be processed in the country where the Community Operator, hosting provider, or service provider operates. Where required, appropriate safeguards will be used for international transfers. Community Operators are responsible for determining whether their deployment requires additional transfer notices or agreements.

12 Third Party Services

Discord and other integrations are independent third parties. Their handling of information is governed by their own policies. Discord's current developer terms and policies are available at:

- [Discord Developer Terms of Service](#)
- [Discord Developer Policy](#)
- [Discord Privacy Policy](#)

13 Changes to This Policy

We may update this policy to reflect changes in the Service, law, security practices, or third-party requirements. The effective date above will be updated when changes take effect. Material changes may also be announced through the Service, the official support server, repository release notes, or another reasonable channel. Continued use after the effective date is subject to the updated policy where permitted by law.

14 Contact

For a community-controlled deployment, contact that community's administrators. For the official Case Management System Discord application or a service controlled by The Falls Gaming, LLC, use the support contact or support server published in the application's official Discord profile or installation page and label the message **Privacy Request**.

The Falls Gaming, LLC may require a Community Operator to handle a request when that operator independently controls the relevant records.

Part III Proprietary Software License

Case Management System Online (CMS / CMSO) — Proprietary Software License

Copyright (c) 2026 The Falls Gaming, LLC, doing business as Solvora Studios, for "Case Management System" and "Case Management System Online". All rights reserved.

THIS IS NOT AN OPEN-SOURCE LICENSE. The software is proprietary and is licensed, not sold. It is made available in source form so that an organization can run, inspect, and adapt its own deployment; that availability grants no right to redistribute it, to sell it, or to sell a copy, port, or rebrand of it.

Plain-Language Summary

Not part of the license; the sections below govern.

You may install and run this software for your own organization, change it for your own organization, and run a dedicated deployment of it for a client as part of your services work.

You may not sell it, resell it, redistribute it for value, or take the code, rename it or restyle it, and sell that. You may not offer it to the public as a hosted or subscription product. If you want any of that, ask for a commercial license.

1 Definitions

"Software" means the source code, database migrations, configuration templates, documentation, build and deployment scripts, and compiled frontend assets in this repository, in source or object form, together with any update, patch, or successor version made available by the Licensor.

"Licensor" means The Falls Gaming, LLC, doing business as Solvora Studios, the copyright holder named above.

"You" means the individual or legal entity exercising rights under this license, and "Your Organization" means You together with Your employees and individual contractors who use the Software on Your behalf.

"Internal Use" means running the Software to operate Your Organization's own case management, records, ticketing, intake, or administrative functions, and the functions of any single client organization for which You operate a dedicated deployment as a service provider.

"Resale" means any transfer for value of the Software or of a Derivative, including sale, resale, sublicensing, renting, leasing, lending, subscription, paid distribution, or inclusion in a paid product or service whose value derives substantially from the Software.

"Derivative" means any modification, adaptation, translation, port, rebranding, white-labeling, or other work based on or incorporating the Software, in whole or in substantial part.

"Likeness for Resale" means a Derivative that is offered, distributed, or sold in place of the Software, whether or not it has been renamed, rebranded, restyled, translated, or presented as a different product.

2 Grant Of Rights

Subject to this license, the Licensor grants You a limited, non-exclusive, non-transferable, revocable, royalty-free license to:

- (a) install, run, and use the Software for Internal Use;
- (b) modify the Software and create Derivatives, and use those Derivatives for Internal Use only;
- (c) make a reasonable number of copies for backup, disaster recovery, staging, and testing, provided every copy carries this license;
- (d) install and operate the Software on infrastructure You control for a single client organization as part of a services engagement, provided the Software is not marketed, sublicensed, or made available to that client or to any third party as a standalone product; and
- (e) use the Software's documented interfaces to integrate it with Your Organization's own systems.

No other rights are granted, whether by implication, estoppel, or otherwise.

3 Prohibited Uses

You may not, and may not permit anyone else to:

- (a) sell, resell, sublicense, rent, lease, lend, or otherwise transfer the Software or a Derivative for value;

- (b) reproduce, publish, distribute, or otherwise make the Software, or a Derivative, available to any third party for the purpose of Resale, whether in source form, object form, or as part of a product or service; this includes publishing the source in a repository, package registry, or marketplace from which it could be obtained for value;
- (c) create or distribute a Derivative as a Likeness for Resale — including a renamed, rebranded, white-labeled, translated, or feature-equivalent version offered for value;
- (d) offer the Software, or a Derivative, as a hosted, managed, or subscription service to multiple customers or to the public where access to the Software is the thing being sold, without a separate written agreement with the Licensor;
- (e) remove, obscure, or alter this license or any copyright, attribution, or proprietary notice in the Software;
- (f) use the Licensor's names, logos, or trademarks except as necessary to describe truthfully the origin of the Software;
- (g) assign, sublicense, or otherwise transfer Your rights under this license without the Licensor's prior written consent; or
- (h) use the Software, or knowledge obtained from it, to build or offer a competing product for sale.

4 Ownership

The Software is licensed, not sold. The Licensor retains all right, title, and interest in and to the Software and all intellectual property rights in it. You own the modifications You write, but only the Licensor may distribute them as part of the Software or a Derivative, and the license in Section 2 remains the only right You hold in the Software itself.

5 Third-Party Components

The Software incorporates third-party components that are distributed under their own licenses, including Python packages and frontend libraries. Those licenses continue to govern those components, and nothing in this license limits, replaces, or expands the rights they grant. Where this license conflicts with a third-party license as to that component, the third-party license governs for that component only.

6 Contributions

Unless a separate written agreement says otherwise, any modification, patch, or suggestion You provide to the Licensor may be used, modified, and distributed by the Licensor without restriction, attribution, or compensation.

7 Termination

This license terminates automatically if You breach any of its terms. On termination You must stop using the Software, and delete or destroy all copies and Derivatives in Your possession or control, except for copies retained solely to comply with law or to complete an obligation to a client that existed before termination. Sections 4, 8, 9, and 10 survive termination.

8 No 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, TITLE, AND NON-INFRINGEMENT. THE LICENSOR DOES NOT WARRANT THAT THE SOFTWARE WILL BE UNINTERRUPTED, ERROR-FREE, OR FIT FOR ANY PARTICULAR LEGAL, REGULATORY, OR RECORD-KEEPING REQUIREMENT. YOU ARE RESPONSIBLE FOR VERIFYING THAT YOUR USE COMPLIES WITH THE LAWS AND POLICIES THAT APPLY TO YOU.

9 Limitation Of Liability

TO THE MAXIMUM EXTENT PERMITTED BY LAW, THE LICENSOR SHALL NOT BE LIABLE FOR ANY INDIRECT, INCIDENTAL, SPECIAL, CONSEQUENTIAL, OR PUNITIVE DAMAGES, OR FOR ANY LOSS OF DATA, RECORDS, PROFITS, REVENUE, OR BUSINESS, ARISING OUT OF OR RELATED TO THE SOFTWARE OR THIS LICENSE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. THE LICENSOR'S TOTAL AGGREGATE LIABILITY UNDER THIS LICENSE SHALL NOT EXCEED THE AMOUNT YOU PAID THE LICENSOR FOR THE SOFTWARE, OR ONE HUNDRED UNITED STATES DOLLARS (USD 100) IF YOU PAID NOTHING.

10 General

(a) Governing law. This license is governed by the laws of the jurisdiction in which the Licensor is established, without regard to its conflict-of-law rules. The courts of that jurisdiction have exclusive venue.

(b) Severability. If any provision is held unenforceable, it is modified to the minimum extent necessary to make it enforceable, and the remaining provisions stay in effect.

(c) No waiver. A failure to enforce a provision is not a waiver of it.

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