

# Sdn.re Platform Service Agreement

This is a baseline agreement (the "**Terms**") between Sdn.re / Sandboxdn (the "**Platform**") and the people or communities using Sdn.re, SandM, related websites, forums, services, tools, servers, software, documentation, downloads, and community spaces (the "**Users**").

These Terms are intended as a simple global foundation for Sdn.re and SandM. They are written to describe allowed use, community expectations, platform rights, and basic limitations. They are a draft template and should be reviewed before public legal use.

By default, entries that are not restricted by these Terms are permitted, as long as they do not harm the Platform, other Users, the community, or any connected project.

## Online Services

- 1 Sdn.re may provide online services including websites, forums, account systems, community pages, APIs, tools, downloads, documentation, SandM services, and related infrastructure (the "**Services**").
- 2 The Services may change over time. Features can be added, removed, paused, renamed, merged, or replaced without requiring a separate notice for every change.
- 3 The Services are provided to support creators, communities, server owners, developers, staff teams, and players. Access to the Services is not a guarantee of permanent availability.
- 4 Some Services may connect with third-party products, game platforms, launchers, hosting providers, payment processors, communication platforms, or external websites. These third-party services are not controlled by Sdn.re.
- 5 Users are responsible for complying with all rules, licenses, and policies required by any third-party product or service they use with Sdn.re or SandM.
- 6 Sdn.re may limit, suspend, remove, or refuse access to any Service if needed for security, abuse prevention, maintenance, legal compliance, platform integrity, or community safety.

## Accounts and Access

- 7 Users may need an account to access certain Services. Users are responsible for keeping their credentials, tokens, keys, and connected accounts secure.
- 8 Users must not sell, rent, share, abuse, automate, scrape, bypass, or exploit account access unless Sdn.re clearly allows that specific use.
- 9 Sdn.re may verify, restrict, reset, lock, or remove accounts that appear compromised, abusive, misleading, inactive, or used to bypass enforcement actions.
- 10 Usernames, display names, avatars, project names, server names, and profile information must not impersonate Sdn.re, SandM, staff, partners, or other users.

## Community Content

- 11 Users may submit or publish content including posts, messages, server information, media, text, code snippets, bug reports, suggestions, profiles, documentation, and other material (the "**User Content**").
- 12 Users keep ownership of their User Content, but grant Sdn.re permission to host, display, store, reproduce, moderate, format, index, and distribute it as needed to operate the Services.
- 13 Users must only upload or share content they own, are allowed to use, or are allowed to license to the Platform for community and Service operation.
- 14 Sdn.re does not promise to review all User Content. Sdn.re may remove, hide, restrict, edit formatting, archive, or refuse User Content that violates these Terms or harms the Services.
- 15 User Content must not include malware, token grabbers, credential theft, doxxing, harassment, illegal content, threats, hateful content, sexual exploitation, scam material, or content designed to damage another system or person.

## SandM and Project Services

- 16 SandM may include project pages, server-related features, community tools, development resources, documentation, downloads, experiments, and other connected services.
- 17 SandM features may be experimental. A feature being available at one moment does not mean it will remain available, free, unchanged, or compatible forever.
- 18 Users must not claim that their server, product, tool, team, or community is official, verified, endorsed, or operated by Sdn.re or SandM unless written approval is given.
- 19 Users must not use Sdn.re, SandM, or connected branding in a way that confuses users about ownership, authorization, affiliation, moderation, or responsibility.
- 20 Sdn.re may create separate rules, guidelines, or addendums for specific SandM features. If a specific rule conflicts with these global Terms, the specific rule controls for that feature.

## Updates

- 21 The Services may require updates for security, compatibility, performance, abuse prevention, or new features.
- 22 Users may need to update browsers, launchers, tools, packages, server files, scripts, or related software to continue using certain Services.
- 23 Sdn.re has no obligation to keep old versions, deprecated APIs, legacy endpoints, outdated tools, or unsupported workflows available.
- 24 Sdn.re may change public wording, documentation, links, service names, categories, rules, and technical requirements as the ecosystem evolves.

## Third-Party Content and Mods

- 25 The Services may allow discussion, sharing, listing, linking, or use of third-party content, modifications, plugins, scripts, assets, servers, or tools (the "**Third-Party Content**").
- 26 Third-Party Content is the responsibility of the person or entity providing it. Sdn.re does not guarantee that Third-Party Content is safe, compatible, lawful, maintained, or suitable for any specific purpose.
- 27 Users must not use Third-Party Content to bypass protections, distribute malware, steal credentials, break licenses, violate platform rules, or mislead other users.
- 28 Sdn.re may remove or restrict Third-Party Content if it creates risk for the Platform, SandM, the community, connected services, or third parties.

## Code Access and Contributions

- 29 Some parts of the Sdn.re or SandM ecosystem may include source code, binaries, configuration files, examples, documentation, or developer resources.
- 30 Unless a separate license clearly says otherwise, users may not redistribute, resell, sublicense, reverse engineer, decompile, exploit, or repackage Sdn.re or SandM code, tools, binaries, assets, private APIs, or internal systems.
- 31 If Sdn.re accepts contributions from users, the contributor gives Sdn.re permission to use, modify, reproduce, distribute, publish, sublicense, and maintain those contributions as part of the relevant project.
- 32 Contributors must only submit work they created or have the right to submit. Contributions must not knowingly include stolen code, secrets, malicious logic, or license conflicts.
- 33 Sdn.re may accept, reject, edit, revert, archive, or remove contributions at its discretion.

## Security and Abuse

- 34 Users must not attack, scan, overload, exploit, bypass, reverse engineer, disrupt, or interfere with the Services, servers, APIs, accounts, authentication, storage, rate limits, moderation tools, or other infrastructure.
- 35 Users must not attempt to access private systems, staff tools, non-public endpoints, databases, tokens, keys, logs, files, or internal information without explicit authorization.

- 36 Responsible security reports are welcome when made privately, clearly, and without public exploitation or harm. Sdn.re may provide a separate vulnerability disclosure process.
- 37 Automated access, bots, scraping, monitoring, data extraction, mass registration, and API use may be limited or blocked unless specifically allowed.

## Payments, Hosting, and Monetization

- 38 Some Services may be free. Other Services, add-ons, hosting, licenses, support, or optional features may require payment or approval.
- 39 Payments, refunds, chargebacks, taxes, invoices, subscriptions, and payment disputes may be handled under separate store, portal, or provider terms.
- 40 Users must not use the Platform for deceptive monetization, fake ownership, unauthorized reselling, chargeback abuse, stolen payment methods, or misleading offers.
- 41 Community servers and creators may monetize only where allowed by applicable platform rules, third-party licenses, and any Sdn.re or SandM rules that apply.

## Moderation and Enforcement

- 42 Sdn.re may moderate the Services to protect the community, infrastructure, project integrity, staff, users, and connected services.
- 43 Enforcement may include warnings, content removal, account restrictions, server delisting, rate limits, temporary suspension, permanent bans, feature removal, access revocation, or other protective measures.
- 44 Sdn.re may act without prior notice when urgent action is needed for abuse, security, legal risk, platform integrity, or community safety.
- 45 Attempts to bypass enforcement, evade bans, create alternate accounts, hide ownership, or coordinate abuse may lead to broader restrictions.

## Representation

- 46 Users must not present themselves as Sdn.re, Sandboxdn, SandM, staff, partners, official support, official installers, official websites, official launchers, or official service providers unless authorized.
- 47 Domains, social accounts, project names, server names, applications, bots, pages, and tools must not be designed to confuse users into believing they are owned or endorsed by Sdn.re or SandM.
- 48 Users must not use logos, names, marks, styling, or branding in a way that creates confusion, impersonation, phishing risk, or false affiliation.

## Availability and Warranty

- 49 The Services are provided as available. Sdn.re does not guarantee uninterrupted access, perfect uptime, error-free operation, permanent storage, permanent compatibility, or specific results.
- 50 Sdn.re is not responsible for losses caused by outages, bugs, maintenance, security actions, third-party failures, user mistakes, deleted content, server issues, or discontinued features.
- 51 Users are responsible for backups, security, moderation, server configuration, staff permissions, and compliance for their own communities and projects.

## Termination

- 52 Users may stop using the Services at any time. Sdn.re may suspend or terminate access when necessary under these Terms.
- 53 After termination, Sdn.re may retain certain records where needed for security, moderation, legal compliance, backups, dispute handling, or platform integrity.
- 54 Terms relating to ownership, permissions, contributions, enforcement, limitation of liability, security, and community safety may continue after access ends.

## Meta-terms

- 55 These Terms may be changed, updated, renamed, or replaced by Sdn.re over time.
- 56 If any part of these Terms is invalid or unenforceable, the rest of the Terms remain in effect as much as possible.
- 57 Headings are for readability. They do not limit the meaning of the rules under them.
- 58 The simplest rule is: build useful things, respect people, do not impersonate, do not exploit, do not steal, do not break the platform, and do not make the community worse.

## Addendum A: List of Sdn.re services

- Any website, domain, portal, forum, support page, status page, or documentation page operated by Sdn.re or Sandboxdn.
- Any SandM-related website, community feature, project page, account feature, development tool, download, launcher-related page, API, or documentation area.

- Any official Sdn.re or SandM community space, including forums, Discord communities, staff spaces, application forms, and support channels.
- Any future service that clearly identifies itself as part of Sdn.re, Sandboxdn, SandM, or a connected project.

## Addendum B: List of project services

- SandM project information, announcements, downloads, documentation, development notes, and community resources.
- Server listings, community listings, staff tools, moderation systems, application systems, and support systems when provided by Sdn.re.
- APIs, dashboards, user portals, internal panels, public pages, and connected tools that support the Sdn.re or SandM ecosystem.

## Addendum C: Third-party products and services

- Game platforms, game clients, launchers, stores, hosting providers, payment processors, communication services, domain providers, authentication providers, and external websites used by Users.
- Mods, scripts, plugins, assets, maps, resources, tools, installers, binaries, and community-made additions provided by users or third parties.
- Any external service that Sdn.re links to, integrates with, depends on, or allows users to connect with, without necessarily controlling it.

## Addendum D: Allowed exceptions

- A User may identify that their project, server, tool, or community works with Sdn.re or SandM, as long as the wording does not imply official ownership, approval, partnership, or endorsement.
- A User may discuss, review, or document Sdn.re or SandM in a fair and non-misleading way.
- A User may share links to official Sdn.re or SandM pages, as long as the links are not used for scams, phishing, impersonation, or misleading advertising.
- A User may make community content, tutorials, or guides, as long as they follow these Terms and do not distribute restricted files, secrets, exploits, malware, or unauthorized copies.

## In layman's terms

Sdn.re and SandM should be used to build better experiences for communities. The basic principles are simple:

- Do not impersonate Sdn.re, Sandboxdn, SandM, staff, partners, or other users.
- Do not attack, exploit, overload, bypass, scrape, or break the Services.
- Do not upload malware, stolen work, private information, scams, or harmful content.
- Do not mislead players, creators, communities, or server owners.
- Do not claim something is official unless Sdn.re clearly approved it.
- Respect creators, staff, users, and communities.
- Keep backups of your own projects and servers.
- When asking for help, be clear, honest, and respectful.
- Build useful things and do not make the ecosystem worse.

This document is a simple global draft for Sdn.re and SandM. Last updated: 2026-06-05.  
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