**Video Game EULAs**

**Introduction**

Video game End-User License Agreements (EULAs) are legally binding contracts between the game publisher or developer and the end user, outlining the terms and conditions for the use of the game software.

**License Grant**

The EULA grants the end user a limited, non-exclusive license to use the game software in accordance with the terms and conditions specified.

**Ownership**

The EULA clarifies that the game software and any associated intellectual property rights remain the property of the game publisher or developer.

**Permitted Use**

The EULA defines the permitted uses of the game software, such as installation on authorized devices and personal, non-commercial use.

**Prohibited Use**

The EULA outlines the activities or behaviors that are prohibited while using the game software, including unauthorized copying, reverse engineering, or cheating.

**Online Services**

If applicable, the EULA addresses the use of online services provided with the game, such as multiplayer features, chat functionality, or in-game purchases.

**Account Creation**

The EULA specifies the requirements and obligations related to creating and maintaining a user account for accessing the game software.

**Updates and Patches**

The EULA outlines the game publisher or developer's right to release updates, patches, or modifications to the game software and any corresponding obligations or consequences for the end user.

**Data Collection and Privacy**

The EULA discloses the game publisher or developer's data collection practices and privacy policy, including the collection of personal information and how it may be used or shared.

**Limitation of Liability**

The EULA includes a limitation of liability clause, specifying the extent to which the game publisher or developer is responsible for any damages or losses incurred by the end user.

**Termination**

The EULA outlines the circumstances under which the license may be terminated, such as for violation of the terms and conditions, and the consequences of termination.

**Governing Law and Jurisdiction**

The EULA specifies the governing law and jurisdiction that will apply in case of any disputes arising from the agreement, in accordance with US law.

**Severability**

The EULA includes a severability clause, stating that if any provision of the agreement is deemed unenforceable, the remaining provisions shall remain in effect.

**Contact Information**

The EULA provides contact information for the game publisher or developer, allowing the end user to seek clarification, report issues, or address any concerns related to the EULA or the game software.