

FiveM Platform Service Agreement

This is a baseline agreement (hereafter “**Terms**”) between the parties represented as the CitizenFX Collective (hereafter “**CitizenFX**”) and users (hereafter “**Users**”) of the FiveM services/products listed under **ADDENDUM A: LIST OF FIVEM SERVICES** (hereafter “**FiveM**”) covering the use of FiveM by the Users.

By default, entries that are not in these Terms are permitted.

Online Services

1. CitizenFX makes a service platform available to the Users, which includes game services listed in **ADDENDUM B: LIST OF GAME SERVICES** (hereafter “**Game Services**”).
2. No warranty or guarantee is provided with regards to availability, access to, and/or use of the Game Services. The Game Services may be terminated, altered, made unfit for the Users’ purpose or otherwise modified without prior notice by CitizenFX.
3. The Game Services and FiveM itself are provided without charge or other remuneration to the Users. Should this change at any point, the Users will be notified at least a month in advance.
4. Use of the Game Services requires a copy of dependent game products provided by third parties (hereafter “**Dependent Products**”) **passing all access control checks included in the Dependent Products on the Users’ device without use of technological means to circumvent any access control included in the Products.** A list of Dependent Products by service is provided under **ADDENDUM C: LIST OF DEPENDENT PRODUCTS.**
5. CitizenFX is under no obligation to provide the Users with a copy of the Dependent Products.
6. The Game Services may allow listing servers provided by the Users (hereafter “**Game Servers**”) for other Users to utilize. These Game Servers are provided by third parties, and may have their own terms of use.
7. Game Servers (listed on the Game Services, or otherwise utilized using FiveM) may download content (hereafter “**User Generated Content**”) to, or run computer code on the Users’ device. The User Generated Content is copyrighted by their respective owner, and the provider of Game Servers asserts that they are authorized to transfer said content to the Users, and, allows CitizenFX to distribute, adapt and/or modify the User Generated Content through automated systems.
8. **No financial profit shall be derived by the Users from any derivative of, or third-party service, User Generated Content, or Game Server for FiveM, the Game Services, or other entities stated in these Terms, except as expressly permitted by CitizenFX. Entities with permission may be included under **ADDENDUM D: LIST OF EXCEPTIONS FOR TERM ‘8’.****
9. **CitizenFX expressly reserves the right to, without any prior notice, terminate access to FiveM and/or the Game Services to any Users violating point 8, and/or disable any relevant Game Server and/or User Generated Content from being utilized/provided on FiveM and/or the Game Services.**

Updates

10. Using FiveM might require use of mandatory software updates (hereafter “**Updates**”) obtained from CitizenFX by means of the Game Services.
11. Access to the Game Services may require use of these Updates, which will be automatically downloaded on the Users’ device.
12. CitizenFX is under no obligation to document changes in the Updates, or otherwise respect the interests of Users when deploying/implementing the Updates.
13. The Updates might require new versions of computer operating software other than those installed on the Users’ device. Users are required to provide these versions of the operating software to continue using FiveM.

Third-Party Content

14. FiveM may allow use of content (hereafter “**Mods**”) meant for the Dependent Products that has not explicitly been developed for use with FiveM and/or the Game Services.
15. Mods may cease functioning at any time for reasons including Updates, changes in the Game Services, and/or other unforeseen changes by the Users, and/or authors of the Mods and/or Dependent Products.
16. Some Mods may be convertible to User Generated Content by the Users. No guarantee is made that all Mods can be converted to User Generated Content.

Code access

17. The client/server applications for FiveM (hereafter “**Client**”) may be provided in binary form or source code form.
18. The binary form of the Client is allowed to be redistributed, decompiled, modified, adapted, and/or derived from except in ways these Terms, applicable local laws or documentation included with the Client denies/allows these rights, as long as any connectivity requirements to the Game Services and ownership checks for Dependent Products are retained.
19. The source code form of the Client may have been provided under various licenses. An explicit file-by-file mapping may be included with the Client source code, detailing explicit licenses used by certain components.
20. By default, the source code form components owned by CitizenFX may be redistributed, modified, adapted and/or derived from, as long as: **attribution to CitizenFX is provided, a reference to the Terms is included with the source code, and any binary releases not expressly authorized by CitizenFX include the source code form components in a way that can be reproduced by other Users, and these are not reused for purposes related to the Dependent Products, however unrelated to FiveM.**
21. Optionally, it may be chosen to use certain source code form components under the GNU Lesser General Public License, version 2 or later. Any presence of this option shall be indicated in the source code form itself.
22. Some parts of FiveM may allow user contributions of computer code (hereafter “**Contributions**”). The authors of these contributions (hereafter “**Contributors**”) shall allow CitizenFX, or any party designated by CitizenFX, perpetually and irrevocably, without charge or

remuneration, to use, redistribute, adapt, sublicense, modify or otherwise transfer the Contributions.

23. Any Contributions, in whole or partial, that are not owned by the Contributors shall be annotated with the source of the Contribution, and any and all restrictions applying to (re)distribution of the work.

Meta-terms

24. These Terms can be changed without notice by CitizenFX at any time.
25. Factual, logical and/or other inaccuracies in these Terms shall not invalidate any other component of these Terms.
26. Most importantly, share, have fun, and don't be a @*!#, to the maximum extent possible.

Addendum A: List of FiveM services

- Any services provided under the domains 'fivem.net' and/or 'fivereborn.com'.
- FiveM.net, forum.fivem.net, crashes.fivem.net, wiki.fivem.net, git.fivem.net.
- The FiveM modification client.

Addendum B: List of game services

- The FiveM server listing backend.
- FiveM updates.
- FiveM authorization backend.
- The FiveM client binaries.
- The FiveM server binaries.

Addendum C: List of dependent products

- Grand Theft Auto® V™ for the PC platform, as published by Take-Two Interactive, either the Steam® version, Rockstar Warehouse™ digital download, or retail DVD copy.
- The Rockstar Games® Social Club™ client application.

Addendum D: List of exceptions for term '8'

- Entity name: *ZAP-Hosting GmbH & Co. KG.*
Website: *https://zap-hosting.com/*
Purpose: *Game server provider*

In layman's terms

FiveM is a sharing-based community, and the basic principles are simple:

- Don't try to make money off FiveM. Not even your game services. Covering costs incurred from third parties (server rent, product licensing, ...) is fine, however any additional profit (including 'donations' other than to cover immediate costs) is not.
- Share your contributions to the client/server code.

- Don't try working around any protections in the client, or somehow working around our online services.
- Don't be a complete idiot.
- Share your discoveries about the game, or other things that seem interesting. Nobody likes it when you keep things to yourself.
- When asking for help, be clear.

We're nice people, and we try to attract nice people.

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