TERMS OF USE FOR NON-COMMERCIAL PURPOSES

You are entitled to use the game for free.

1. Mandatory conditions:
   a) the game cannot be disseminated (distributed) on other websites,
   b) you have no right to modify the game - if there is a need for changes, please contact us,
   c) provide us with information how the game was used (when, where and with whom you played it) - send us information by email office@systemssolutions.org or social media.

2. Non-mandatory conditions:
   a) you can send us your recommendation,
   b) you can support us financially,
   c) you can complete the game's questionnaire,
   d) you can invite the game's participants to complete the questionnaire.

TERMS OF USE FOR COMMERCIAL PURPOSES

Pay a license fee according to the actual price list of games.

1. Mandatory conditions:
   a) you should have signed a partnership agreement,
   b) the game cannot be disseminated (distributed) on other websites,
   c) you have no right to modify the game - if there is a need for changes, please contact us.

2. Non-mandatory conditions:
   a) you can provide us with information how the game was used (when, where and with whom you played it) - send us information by email office@systemssolutions.org or social media,
   b) you can send us your recommendation (office@systemssolutions.org),
   c) you can support us financially,
   d) you can complete the game's questionnaire,
   e) you can invite the game's participants to complete the questionnaire.

TERMS OF USE FOR PARTNERS OF JOINT PROJECTS

1. Mandatory conditions:
   a) you should have signed a partnership agreement,
   b) the game can be distributed according to the license conditions.

2. Non-compulsory conditions:
   a) you can provide us with information how the game was used (when, where and with whom you played it) - you can send information by email office@systemssolutions.org or social media,
   b) you can send us your recommendation (office@systemssolutions.org),
   c) you can support us financially,
   d) you can complete the game's questionnaire,
   e) you can invite the game's participants to complete the questionnaire.