

Modding Guidelines for HUMANKIND (the “**Modding Guidelines**”)

Your ability to create and contribute mods for HUMANKIND™ is governed by the SEGA [End User Licence Agreement](#) (the “**EULA**”). You should review and understand the EULA when contributing mods for HUMANKIND. We use mod.io to support the creation of mods for the game, and you will need to create a mod.io account and agree to their terms and policies before you create and contribute content.

What is a mod?

Mods are modifications to the game which may be contributed by the player community. Mods may be used to modify the player experience, contribute new ideas for gameplay, add new characters and/or other content to the game.

How do I get a mod or contribute a mod?

Amplitude encourages user creativity to enhance the gaming experience and supports mod creation. Players of HUMANKIND can head to the third-party platform [Mod.io](#) where they can create an account, browse existing mods, contribute mods and more. HUMANKIND fans can also launch the Mod.io experience from within the HUMANKIND game.

How does Amplitude support the creation of mods?

Whilst mods are created on the mod.io platform, you can also access the modding tools through the HUMANKIND game environment. When you purchase a copy of the game on Steam, you have access to the application “Humankind Modding tool”. This wizard helps you to install a modified version of the Unity game development environment tailored to create mods for HUMANKIND. This tool also allows you to publish mods to mod.io.

How to remove a mod?

If you no longer want to have the mod active in your HUMANKIND game, it can be removed by unchecking it in the “Mods” game menu (under “Community”).

I want to provide feedback on a mod

You can provide feedback on a mod by commenting on the mod’s page on mod.io. Additionally, you can report mods that you believe are infringing via mod.io’s website: <https://mod.io/report>.

Who is responsible for the mods?

Amplitude does not pre-vet or moderate mods created on the mod.io platform. Mods are created by the community, for the community, and as such, players who access and use these mods, do so at their own risk, acknowledging the potential for bugs and/or other problems with the modded content. Additionally, where a third party intellectual property rights owner complains about a mod available in the HUMANKIND game, it may be removed following the relevant DCMA take down procedure. For more information about how infringing content is dealt with, please refer to Amplitude’s [End User Licence Agreement](#) and the Mod.io [terms](#). You can report content that you believe to be infringing through mod.io’s [website](#).

Is there a limit on the number of mods I can play in HUMANKIND?

There is no limit in terms of number of mods you can add in HUMANKIND. Please be aware that combinations of mods can make the game unstable, and mods can even be incompatible with one another.

Are there any restrictions on use of mods?

Mods should comply with our policies and those of mod.io. You should also ensure that you have the right to use any third party materials/assets/intellectual property, including someone else's face, image or likeness before you upload a mod.

What makes a good Mod?

- Original creations;
- Mods that alter the balancing of the game and add or remove units and gameplay content;
- Mods that partially change the appearance of game objects or visuals without affecting the overall gameplay;
- Mods that promote a positive player experience.

You should ensure that your mod is free of any bugs, errors, or other operational defects that could materially affect the HUMANKIND game or our G2G community.

Who is processing my personal data?

When you create a Mod.io account, mod.io processes your personal data in accordance with their [Privacy Policy](#) and may share your personal data with Amplitude as set out in the policy.

For information about how Amplitude processes your personal data in the game and in relation to the mods you create, refer to our [Privacy Policy](#).